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Our FREE 16 page pull-out mag reveals the innovations planned for the Mega-CD in the UK.

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A patience-busting three pages full of the illegible drivel of 'the public' and our acid-sharp replies – it's easy when you've got the last word!

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The most famous of the 'underpants outside the tights' brigade faces the Penguin and Catwoman, and beats them thanks to us.

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A complete tactical solution to the latest Disney extravaganza. One-player or two-player it should be a cinch.

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Don't read this complete solution without thinking carefully about what you're doing. You may be shocked at how short the game is.

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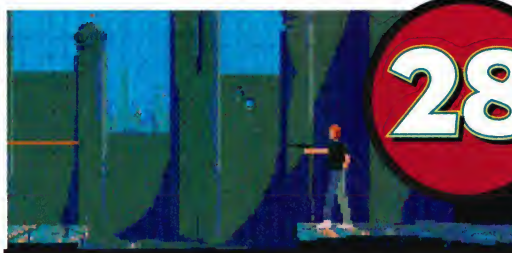
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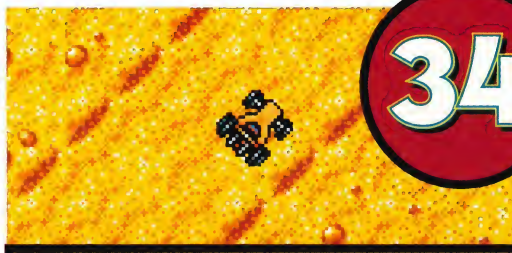
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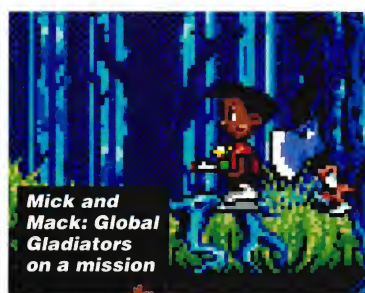


WIN !

Win a Mega Drive/Game Gear and five games with Virgin! Mick and Mack is ace so celebrate by entering this mega compo on page 63.

Mick and Mack: Global Gladiators

A fast-moving, slime-covered platform gob-smacker. It looks like Virgin has a winner on its hands. Read all about it on page 12.



Mick and Mack: Global Gladiators on a mission

MASSIVE VEGAS SHOW REPORT



This month's news pages come direct from the recently held Winter Consumer Electronics Show in Las Vegas. Check out our show report to see all of the latest cartridges, Mega-CDs and hardware from over the Pond.

Want to know about the sequel to Desert Strike, or the possibilities of virtual reality on your Mega Drive? Fancy seeing screen shots of some converted Neo Geo games or hearing about Sonic the Hedgehog's literary exploits?

If you want to know about the future of things related to your Mega Drive turn to page 6 for all the latest gossip and the hottest news.

What are you waiting for?

WINTER CES

John brings you exclusive news from the CES at Las Vegas – it's a hard life!

HOOK

Coming up on the Mega-CD in time for the UK release is a conversion of the Super Nintendo version of Hook. In addition to the wonderful graphics of the original, this new platform/beat'em-up will include a number of digitized sequences from the Stephen Spielberg film as well as an awesome orchestral soundtrack.

Sources at Sony Imagesoft inform us that soon after the CD launch of the game there are also plans to unleash a cart based product which will be a "bare bones" version of the game without all the fancy animations and music.



WAYNE'S WORLD

Wayne's World, Wayne's World, party time, excellent. It's taken a while but the awesome Wayne and Garth have finally made it across to a game.

Playing the part of Wayne, you must explore a series of huge scrolling levels as you search for your ever faithful pal Garth who's been kidnapped by a gimpoid alien force.

Armed with nothing but your guitar your mission will take you through a multitude of levels as you destroy meanies with a well hit chord.

Developed by THQ the game looks set to really stun Wayne's World fans with its sampled voices and digitized graphics. Excellent.



MEGA DRIVE ADVANCED GAMING
MARCH '93 • ISSUE 7



KING OF THE MONSTERS

Expect to see a great Neo Geo game – King of the Monsters on your machine very soon.

Become one of four super monsters as you fight your way through eight different stages across the world. Challenge Geon, Rocky, Beetle Mania or Astro Guy in hand to hand combat as you fight it out in true Godzilla-style.

Smash up buildings, demolish bridges and cause all-out mayhem as you pound your adversary to a pulp, using your special powers and raw monster sized fisticuffs. Good, eh!

As yet there's no UK date but it'll be out on US import very soon

.....

AERO THE ACROBAT



Yet another new cute and cuddly character is about to hit the console market in the shape of Aero the acrobatic bat.

Set in a circus, you play the part of a bat with an attitude (Aren't you just sick of this attitude business?) who has to escape the attention of the wicked and villainous circus master by racing through hundreds of circus-style platform levels.

Looking very much like Zool, the recent Amiga game from Gremlin, it looks as though we have yet another character who is desperately seeking attention.

IS REPORT

FATAL FURY

As we all wait with bated breath for the release of Street Fighter II on the Mega Drive, it's good to see that an alternative is already well on the way in the form of Takara's epic scrap, Fatal Fury.

This is a street fighting beat'em-up which was originally released on the Neo Geo. Many of you may also have seen it more recently on the Super Nintendo system.

Taking on the role of one of three different fighters, players have an enormous number of moves at their disposal including numerous special tactics. All of these will have to be used effectively if you're to work your way through the plethora of bad guys which try to take you on in one on one combat.

Graphically, the game is an absolute knock out and will surely help to encourage Capcom and Sega to pull their socks up and get on with converting Street Fighter II!

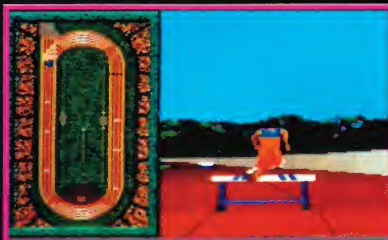


ACCOLADE SPORTS

Accolade is currently working very hard on getting a couple of new sports games ready for the Mega Drive.

Due for release any day now is the latest multi event sports game – Summer Challenge. It incorporates a total of 10 different events, including kayaking, hurdles, cycling and even horse-riding. This game looks like it is going to be a big success when it's released sometime around May.

Due later is Brett Hull's Ice Hockey, a game Accolade is describing as the "best hockey game on any format". By teaming up with Brett the company has used the guy's tactics to help enhance the game throughout its development. Look out for a number of startling moves and excellent gameplay when this is released in the UK after the summer.



BUBSY

Bubsy is now just about complete and was recently being previewed at the WCES. Believe me, this game is going to be BIG!

Playing the part of a cheeky young bob-cat you have to tear around a huge number of levels in this Sonic-style platform game.

Graphically the game is absolutely stunning and it could well topple Sonic from his throne of Mega Drive megastardom!

WINTER CES REPORT

JUNGLE STRIKE



We can exclusively reveal that Electronic Arts is set to release *Jungle Strike* on 18 June '93. This sequel to *Desert Strike* will be on 16 meg cart which expands greatly on the gameplay of the original.

After the evil dictator has been destroyed his son decides that he wants to avenge his father's death. To do this he forms an alliance with a drug baron in South America and manages to attain a number of missiles which are now trained on Washington DC.

As the government learns of the baby madman's intentions they send a message to bring you out of retirement and put you back in charge of an assault team.

This time it's not just helicopters you'll be flying though. As well as your new and improved Comanche

battle chopper you'll also have a hovercraft, a motorbike and even a Stealth Fighter with which to battle the madman's forces throughout nine new missions.



SPLATTERHOUSE 3

Following the enormous success of the ultra gory beat'em-up *Splatterhouse 2*, the sequel is already finished!

The game appears to be very similar in style to the previous version although a number of changes have been made in the combat department. Whereas *Splatterhouse 2* was fairly limited in its Double Dragon style of gameplay, the new game offers you a wide variety of moves with which to beat up the new and improved zombies and ghouls.

Many people complained of the linear nature of *Splatterhouse 2* – well, this time you get the



chance to explore the haunted house at your own leisure.

The game has been enhanced quite considerably in the visual department and developer Namco is convinced that this massive 16 meg epic will be its biggest selling game yet. Watch out for this on US import in July.

TOYS



In Absolute Entertainment's licence of the new Robin Williams film, *Toys*, the Zevo toy company has been taken over by the wicked general

Zevo who is using the firm to build evil military toys which will eventually help him take over the world.

Leslie Zevo (Robin Williams' character), discovers the general's plan and decides to build an equally strong army of good toys to help destroy the bad guys. Your job is to play the part of Leslie as you try to destroy the general's forces. In order to do this you must make sure that you get the right toy for the right job.

Watch for a preview next month.

SONIC COMIC EXCLUSIVE SCOOP AND COMPO

Only available in the US at the moment the new *Sonic the Hedgehog* comic book has about three stories per issue within its 30 pages. Inside you can find out many of *Sonic the Hedgehog*'s secrets including the name of his girlfriend (Sally the Hedgehog) and you'll also be introduced to many other new characters as you follow their adventures.

If you fancy getting your hands on a copy of this comic (believe me it's going to be VERY valuable one day) simply tell us how many tails *Sonic's* best pal has. It's so easy that even Gerry could answer it! Put your answers on a postcard to the usual address. Remember to get your entries in by 28 February 1993.

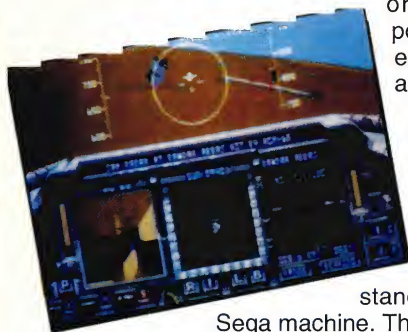


F-15 STRIKE EAGLE II

After numerous changes to the basic 3D graphics manipulation system Microprose finally saw fit to demonstrate the awesome F-15 Strike Eagle II flight simulator at the Las Vegas show. An accurate copy of the Amiga original, the game places you in the position of a top naval fighter pilot as you embark on eight different campaigns around the world.

You'll be called upon to bash drug barons in South America as well as hammer evil dictators out in the Middle East and Vietnam.

The game has some of the fastest polygon graphics on the Mega Drive and should help to bump up the standards of flight simulations on the trusty Sega machine. There is still no firm release date.



VIRTUA SEGA

You could have virtual reality on your Mega Drive by the autumn!

With the sudden interest in Nintendo's new Super FX graphics manipulation chip, Sega decided that it would go one better and produce a box that would plug directly into the Mega Drive and would allow for full 3D stereoscopic images.

The sudden announcement of Sega's intentions has been made possible by the recent alliance struck up between Sega and General Electric (reported last issue), a company previously responsible for military training simulators and NASA flight trainers.

Vitua Sega promises a game environment where a player can enjoy total immersion into a 360 degree gaming world with stereoscopic vision and depth perception for a very low cost.

AMAZING TENNIS

Absolute Entertainment is set to release Amazing Tennis on the Mega Drive "probably in time for Wimbledon". The game features some novel features and boasts to be "the most realistic tennis simulation" due to the fact that the viewpoint it gives you is from a much lower level than conventional tennis games.

Watch for a preview soon!



THE ACTIVATOR

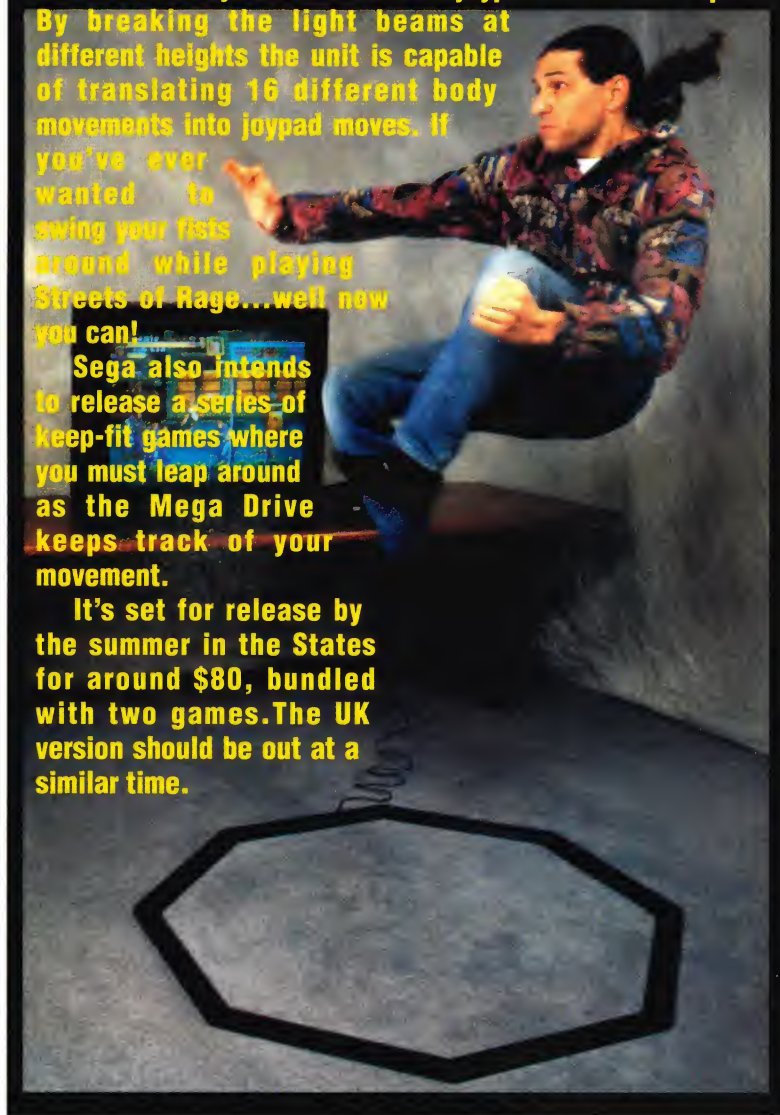
The Activator is a full-body interactive controller which means you control on-screen movements by jumping around, wiggling your bum and waving your arms about.

The controller comprises of eight infrared light emitting strips which slot together on the floor in an octagon shape. The player stands within the octagon and the unit translates body movements into joypad moves – simple!

By breaking the light beams at different heights the unit is capable of translating 16 different body movements into joypad moves. If you've ever wanted to swing your fists around while playing Streets of Rage...well now you can!

Sega also intends to release a series of keep-fit games where you must leap around as the Mega Drive keeps track of your movement.

It's set for release by the summer in the States for around \$80, bundled with two games. The UK version should be out at a similar time.



ROLLING THUNDER 3

For some reason loads of Mega Drive owners thought that Rolling Thunder 2 was one of the best games ever. So for those of you gagging for more secret agent-type action you've not got long to wait for Rolling Thunder 3.

This 12 meg cartridge looks set to improve on its predecessor in all departments. The graphics have been snazzed up beyond all belief and the gameplay has been enhanced to include not only the running and jumping sections, but



also jetski and motorcycle levels.

Fans of the original are going to go goo-gah over this so watch out for it on US import in July.

WINTER CES REPORT

HAUNTING STARRING POLTERGUY

The latest 16 meg cartridge from industry giant Electronic Arts is *Haunting starring Polterguy*. In this unique action game, you play the part of the cool dude teenage ghost Polterguy as he attempts to haunt four different houses owned by the Sardini family.

Using every means at your disposal you must explore the four palatial residences trying to work out ways of getting rid of the human residents.

This looks set to be a really gorgeous game which blends all of the novel ideas with the humour of the *Beetlejuice* cartoon series. Watch out for it soon!

BATTLETOADS

Tradewest – the creator of the original NES version of the game is well on the way to finishing a Mega Drive version.

You must dash around various scrolling levels clobbering bad guys and picking up goodies. All sounds like your fairly typical scrolling beat'em-up eh? Well, there must be something good about it as the original NES and PC versions of the game have proven to be extremely popular.

Tradewest assures us that the Mega Drive version of the game will be considerably different from previous *Battletoad* games as it will include a number of Mario-isms previously unseen.

Watch out for an American release of the game in May and a UK release in time for Christmas

MORTAL COMBAT

Seen the latest beat'em-up in the arcades? *Mortal Combat* uses digitized sprites to enhance a stupendous street fighter game where you have the chance to go up against a variety of monstrous characters.

Thanks to Acclaim we'll be able to see a superb conversion of this successful arcade machine on the Mega Drive as either a 16 meg cartridge or an enhanced Mega-CD game.

At present Acclaim is only producing demos of a few of the levels, but what we gleaned from the Winter CES it would seem that we could see the game by the third quarter of '93.

MUTANT FOOTBALL

Set in the future the *Mutant League* teams are made up of brutal robots, aliens and mutants. To make life incredibly difficult even the most dastardly tactics are allowed. You'll also come up against numerous different weather and playing conditions.

Dealing with booby-trapped pitches, bribed officials or stupidly violent opponents, you'll find that the best way of getting one up on your opponents is to annihilate the team members. EA's *Mutant League Football* looks set to be a superb game with a great deal of humour. Watch out for release in June.

PIRATES

Microprose is ready to release the first of its Mega Drive titles. *Pirates* is a combination of strategy and action which involves you suffering the perils of the high seas as you try to destroy the evil reign of a nasty Black Beard-type pirate lord.

The game looks like it's shaping up pretty well and will feature a variety of different playing styles, including a rather nifty looking sword fighting sequence.

Expect it to hit the shops in the UK by the summer.



VIRTUAL VCR

No sooner has Sega announced that it's releasing a VR home based package than it goes crackers and puts the word 'virtual' in front of all its new products. *Virtual VCR* is a rather good idea which puts the Mega-CD unit to good use.

Being a development of CD+G, *Virtual VCR* allows you to watch short films through your Mega-CD. By using special compressed video technology, films and videos can be shoe-horned onto a single five inch CD with up to an hour of play.

At the WCES in Las Vegas there were a few discs on show including a selection of Prince's vids from *Diamonds and Pearls*.

Ever eager to display its commitment to a new project, Sega had an impressive list of forthcoming titles including U2's recent Zoo TV multi-media experience and some weird stuff from ageing popster Peter Gabriel.

LASER ACTIVE



Coming soon from consumer electronics giant Pioneer is the very latest in multi-purpose home entertainment systems.

By using the company's recently released Laser Disc player, the new machine is

capable of accessing a vast library of entertainment packages.

As well as being able to play laser disc movies, normal audio CDs, CD+G discs and laser karaoke discs the machine can also play (with the help of a clever plug-in box) Mega Drive cartridges and Mega-CD games!

Could this be the shape of things to come in the future? Imagine a single machine that can play every single one of your entertainment needs!

Unfortunately the only hindrance at this point is that the machine costs well in excess of £1,000. Let's hope the prices start to come down in the very near future.

DIZZY, MY HEAD IS SPINNING



That world-famous adventuring egg, Dizzy, will make his debut on the Mega Drive this year. The Fantastic Adventures Of Dizzy takes the egg-stravagant hero around the world trying to save his homeland from the evil Zak. The game will be made up of many sub-games, some of which are well known to Dizzy aficionados. One of these is my personal favourite Bubble Dizzy.

Fresh from a number of successes on a large number of other formats, the Mega Drive Dizzy debut will be a direct conversion of the highly successful NES version, but the plan is to supe-up the graphics for the Mega Drive.

It will be released either in easter, to catch the egg market, or September to catch the, erm, conker market. Maybe!



F1 SUPER LICENCE

The ubiquitous Aguri Suzuki, Japanese F1 hero, rears his immaculately preened head in yet another Japanese F1 game. This is the first time he has appeared on the Mega Drive.

Called F1 Super Licence it uses an overhead view and very big car sprites to depict the racing on representations of F1 tracks. This has been know to cause problems of an "I can't see where I'm going" nature because so little of the track ahead is visible.

You'll have to wait until we review it next month to see if this really is a problem.

CHARTS

SUPPLIED BY

- ★ 1 Ecco
- ➡ 2 Desert Strike
- ➡ 3 Super Thunderblade
- ★ 4 Mickey and Donald
- ➡ 5 Sonic 2
- ★ 6 Batman Returns
- ➡ 7 PGA Tour Golf
- ➡ 8 NHLPA '93 Hockey
- ★ 9 WWF Wrestlemania
- ➡ 10 John Madden '93

GAME

New Entry ★ Non Mover ✕
Risen ➡ Re-entry ➡ Fallen ➡



MIDI FOR THE WONDERMEGA

Another new Mega Drive gizmo has arrived in Japan following hot on the heels of last month's Mega-CD Karaoke.

Called the Wondermidi it makes use of the Wondermega's midi ports to allow the Wondermega to be used as a sequencer for any midi-compatible music equipment.

Rather cleverly it comes

on a cartridge, leaving the Wondermega's CD unit free to play music CDs. These CDs can be mixed in with any musical equipment.

Whether it will be of use to any Wondermega owners in this country – all six of them – is open to question. It does however, demonstrate an encouraging ingenuity within Sega and its supporters.

FOOD FRENZY

All was quiet at the environmentally friendly McDonalds

YEA! BEING A GLADIATOR WOULD BE A TOTAL BLAST!

Two kids with nothing better to do were reading a comic

Their use of the English language was shocking to say the least

WOW! THE GLOBAL GLADIATORS ARE WAY AWESOME!

HEY GUYS! IF YOU'RE LOOKING FOR A BLAST...

Suddenly a grown man wearing a clown outfit appeared as if from nowhere

...HOW ABOUT THIS?

The strange man had something to show to the young lads...

The two sugar lumps he dropped in the boys' medium cokes changed all their old perceptions of space and time

Two kids, a guy in a yellow jump suit with a red fright wig, a world full of pollution and enough Chicken McNuggets to sink a ship. Yup, this is the world of Mick and Mack.

The young global gladiator issues a challenge to all vegetarians around the world



REVIEW

Quite a canny wee marketing ploy this. McDonalds thinks, "Hmm, bit of an image problem on the green front. I know, we'll design a game about two kids trying to save the world from environmental disaster on behalf of Ronald McDonald. I mean let's face it if they think a hedgehog really is blue and that a plumber can fly then they're going to fall for this one hook, line and sinker. The kids'll think we're ace and sales will soar".

I think it will take more than a Mega Drive game to convince certain quarters of the community that McDonalds really is good for the environment, but it's a nice try.

Never mind the politics, what about the game? It stars two pre-pubescent youngsters – one white, one black – called Mick and Mack. They have been chosen by one Ronald 'fright wig' McDonald to save the world from assorted man-made hazards.

The first level for example is a swamp full of nasty slime creatures

MICK MACK

that spit large lumps of gunk in your direction. Using your goo gun the trick is to destroy as many of these as possible and track down the slime manufacturing machines and put them out of action as well.

YEUCH, GOO!

Slime World, as it is known, is full of some truly disgusting moments. As the slime creatures explode globules of gloop are flung very realistically around the screen. Another grim bit here is the way that some of the platforms kind of pour away if you stand on them for too long.



MAC AND MAC GLOBAL GLADIATORS



The cause of all the pollution is...a boiler?!



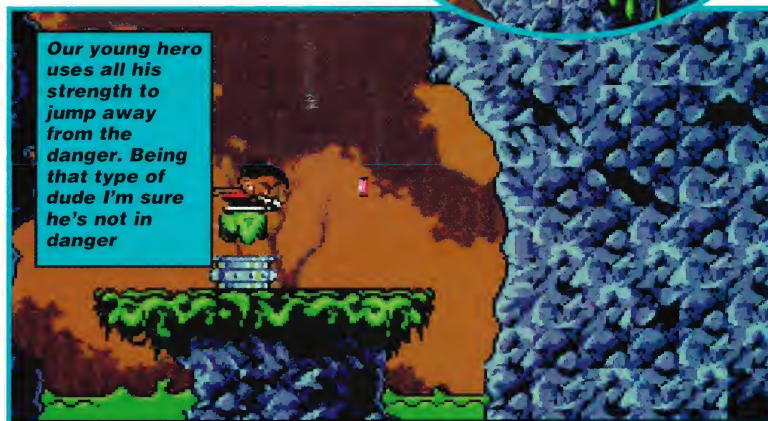
A later level features Venus fly-traps that spit at you. This is something not entirely dissimilar to Taz-Mania. However, these ones deserve an Oscar for the feeling and



expression they put into their dying moments.

Each level has its own particular hazards to be faced; Slime World has the slime monsters and the Forest World has beavers with axes trying to cut the forest down and rabbits with hatchets determined to chop you down.

Most of the levels include a hidden bonus room. If you manage to find it the opportunity is there to amass a large amount of





CONTINUED points. As well as hidden rooms the game also has secret platforms. These are usually found by accident and they only reveal themselves if you stand on them and disappear as you jump off. The thing to remember is that these hidden platforms always lead somewhere, so keep jumping until they run out or you find the goal.

What they will lead to is usually a cache of arches. These are multi-coloured versions of the well known McDonalds' arch. Collecting them gives points, but more importantly you have to collect a minimum amount to exit the level otherwise Ronald won't let you out.

SPLATTER TIME

The rather natty goo gun the boys use has quite a kick on it so you have to be careful where you use it. The recoil knocks the character back, so if you fire on the edge of a platform you could find yourself falling off and suffering a nasty bout of death.

The sound effects are suitably disgusting. The gloops and burps from some of the slime pits and the really nice splats are worth hearing purely for that schoolkid satisfaction. When the boys get hit though they let out a high pitched yelp that sounds awfully like Mickey Mouse and believe me it's not particularly endearing.



When the characters are left alone for long enough they begin to get bored and start doing things on their own. Mick for example will stretch his bubble-gum and tap his feet impatiently, while Mack will spin his gun around his finger and look cool.

These little interludes are very well animated as are the assorted creatures throughout the game. From the opening rap soundtrack to the digitized speech, most of the sound is top-notch. The overall feel is that of a very well produced cartoon.

The game controls consist of just two buttons; fire and jump. While jumping through the air the control pad can change the direction of

movement, and firing the gun still has this recoil effect even in mid-air.

The kids move really well through the levels with none of the jumps being too fiddly or frustrating and there is nearly always a way back if you reach a dead end. The levels are always bigger than they look and they reward you with hidden bonuses and extra lives.

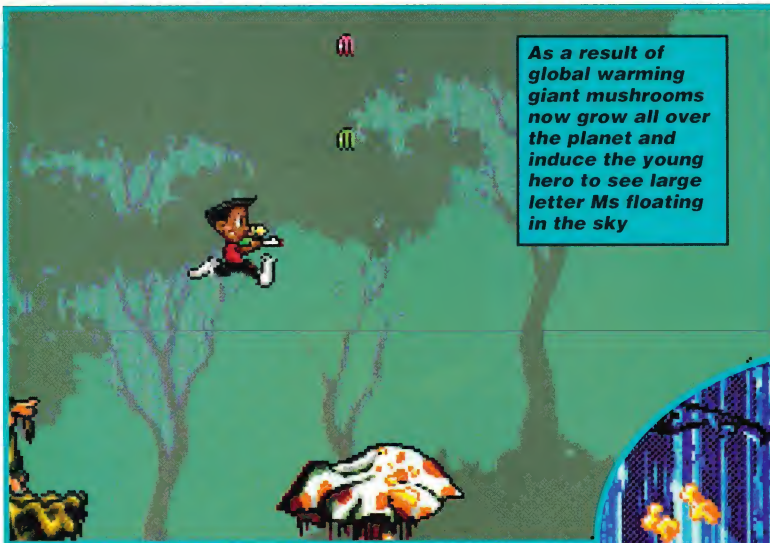
This is a fun game to play. It is very enjoyable but there isn't really enough in it to make it a classic. It lacks variety in the pick ups, bonuses and gameplay. It looks great and it plays really well, but for some reason it doesn't have that addictive edge which would make it a really great platform game.



STOOT



Our hero shoots at a beaver, but misses



As a result of global warming giant mushrooms now grow all over the planet and induce the young hero to see large letter Ms floating in the sky



The coolest man in town is being chased by beavers. It's time to take cover behind this handy tree



Hold on for a second, if these guys are so ideologically sound why do they continue killing animals?



Having read Eric Von Dynakin the young adventurer completely ignores the giant stone monolith

Hold on a second, a cute little bunny rabbit with an axe?! This is going too far. I wonder if the local drug squad know where these guys live?



Hooray! It's uncle Ronald complete with stupid outfit. He lost quite a few of his marbles when he hit 65 years old, but that's a sad story which I'll save for later



"No, don't do it. Let's just talk about this...Calm down...Put the gun to one side. I'm sure we'll make level four next time"



"Give me big Mac fries to go, Big Mac fries to go, what do know it's Def Con One"

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE 83%	GRAPHICS	9
MICK AND MACK		SOUND	8
ONE/TWO PLAYER		PLAYABILITY	8
		DURABILITY	7

UPPERS

- Superb graphics
- Really fun to play

DOWNERS

- The game needs more to it



Radio-controlled racing is where it's at, especially when you can fire missiles and drop bombs!

REVIEW

Driving around in circles may not sound like the most fun you can have in an afternoon, but a couple of games have surfaced this month which make the whole driving lark look a bit more interesting.

Micro Machines was the first to come in and damn splendid it was too, the only problem is that Sega has stopped it from being released in the near future. So that leaves us with Championship Pro-Am.

This is only a US Import however, so you'll have to ring our suppliers to get hold of it. Assuming of course you do want to get hold of it.

The game comprises of 24 tracks and three vehicles, each vehicle being used on a third of the tracks. The only rule is that you have to come third or above out of six to get through to the next round.

All of the vehicles have three attributes; tyres, engines and turbo that can be powered up four times. This is done by picking up the right bits off the track. Other items can be collected or driven over to give different boosts, these include oil, water and speed-ups. One thing that's missing is a shop which is the usual style for games like this.

TRACK RECORD

The tracks are never very complicated, but the isometric viewpoint is initially a bit confusing, as is the fact that not all of the track will be visible at one time. If the big yellow arrows weren't on the screen telling you which way to turn it might get really difficult.

The way the cars handle is good

fun. They slip and slide around like good 'uns making it very easy to take corners sideways and look as though you are in complete control of a car that is nothing like under control.

The best thing about games such as this is the fact that a lot of them allow you to shoot at other drivers. This one is no exception.

You can collect missiles or bombs by picking them up from the track. Missiles fire straight forward and bombs roll straight backwards. The best way to use them is in close proximity – a guaranteed hit and the explosion won't harm you.

With all this shooting and sliding about it can't fail to be good fun, which it is. Don't get me wrong, it isn't completely amazing and not up to the standard of Micro Machines, largely because there isn't a two-player game and there isn't enough variety in the racing circuits.

Also graphically it is very basic and the sounds consist of a low rumbling fart that passes for an engine noise. But you can't buy Micro Machines at the moment so this will have to do in the mean time.



STOOT

CHAMPIONSH



PRO-AM RACE
 LEVEL 4 2 LAPS
 TRACK CONDITIONS....VERY WET
 LAP RECORD....CTJ....1:28.68



SUPER STICKY TIRES



TURBO ACCELERATION



HIGHER TOP SPEED



This records how powered up your jeepette is. It includes information on tyres, turbos and alternators



MEGA PANEL

SCORES OUT OF 10

RACING
 CHAMPIONSHIP
 PRO-AM
 ONE PLAYER

**OVERALL
 SCORE**
74%

GRAPHICS 6
SOUND 5
PLAYABILITY 8
DURABILITY 7

U P P E R S D O W N E R S

● **Top chaotic racing action**

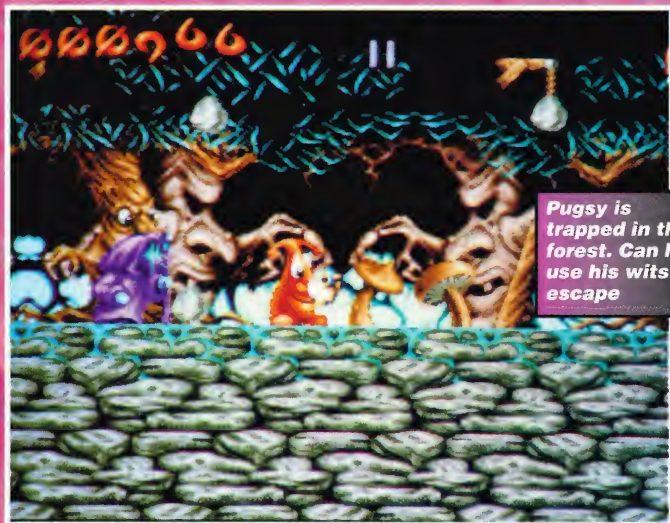
● **Tracks are a bit dull**
 ● **Graphics are average**

Thanks to Bits & Pieces.
 Tel: 0625 501810



IP PRO-AM

Pugsy may bear more than passing resemblance to a space-hopper, but he has the potential to be one of the big characters of this year.



Pugsy is trapped in the forest. Can he use his wits to escape



Just in case you were wondering, it's a candle that Pugsy is holding



Like any good game hero, Pugsy isn't averse to jumping into the water and having a swim



In between levels Pugsy reverts to his 'South Pacific' mode

PUG

PREVIEW

Sonic's success means that 'characters' are in. No longer is it sufficient for a Mega Drive title to have an anonymous little sprite.

Games must now have identifiable and easily merchandized characters that are sympathetic and admirable to both males and females.

Occasionally the gameplay gets left behind in the search for the ultimate character. Will this happen to Pugsy? Probably not because the company that released Lemmings is hardly going to miss out on that business lesson.

TIMED EXPLOSION

Gameplay is based around objects and their manipulation. On each level Pugsy will have to solve puzzles that require him to move objects around or cause them to do something. For example a water pistol can put out a fire, or dynamite put in a mine car can be timed to blow up at the exit.

It won't be just finding things



and putting them in the right places. There will be assorted wandering nasties that aren't too keen to have you around the place. If you get the right object, say a gun, then you'll use it to destroy them. Failing that you might drop the object on them.

The objects won't always have a specific use though, they might just be used as a step so a higher ledge is accessible.

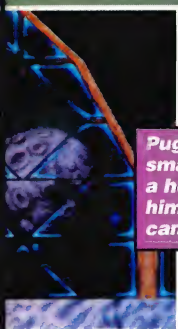
The game will be set on an island with the levels mapped out as routes; not entirely dissimilar to a certain S*p'r M'r'o W'r'd.

The game will also have a number of optional secret worlds that will usually be different from the average level. Some of them will feature Pugsy in a number of old arcade games; there is a Martian level, a Space Invaders level and a couple of other off-beat games.

The programmers have thought



SY



Pugsy is using a smaller candle as a hook to pull himself up the candle



Objects can be thrown at or dropped on the different enemies to wipe them out

All he has to do is place the right objects in the right holes. The problem is getting the objects



This end-of-level guardian is, ironically, a parrot dressed a pirate. Pugsy has to jump on its head to try and kill it

about making Pugsy as friendly as possible. The levels begin easily enough, introducing one element at a time in a slightly tutorial manner.

Another good feature is that if you ruin a level completely by dropping an object in the wrong place or something like that, you can quit the level and start again without losing a life. I found this especially useful!

ISLAND LIFE

The graphics we've seen so far have been of a very high standard; fast moving parallax and some great sprites. The sound will be full of those wonderfully atmospheric gloops and boings that always bring a smile to any face.

Watch out for a review within the next few months.



JOOLS

Ah, the beach which is spoiled somewhat by the roaming crustaceans which will try and stop Pugsy leaving the level



Ever wondered whether the Mega Drive really could improve your reflexes and awareness? This one might, if you happen to be a retarded chimp!

REVIEW

As adventurers go, Waldo has to fit into the 'Look at the quality of that train' variety. I mean anyone who wears a red and white striped jumper deserves all the hassle he gets. Despite this an old crusty wizard has enough faith in Waldo's adventuring skills to entrust him with locating five scrolls which the silly old duffer has lost.

This isn't a game for sober adults. Drunk adults, yes, but it's mainly aimed at children. Waldo is a test of observational skills for the very young.

Each level is a free-scrolling tapestry packed to the edges with all sorts of characters and objects. The idea of the game is to locate

objects with your magnifying glass which the game tells you to find.

With digitized speech the game tells you what to locate, for example 'Red bag of tricks'. You'll then have to scour the area looking for the object. There is only ever one right thing to find, but often there will be a number of similar items of a different colour to confuse the issue.

JUVENILE RULES

As well as the hidden object one of the wizard's lost scrolls has to be found on each level. There is a time-limit in which to do all this, but the cleverer players will be able to locate the hidden clocks that give more time.

Also hidden are bonus points that can add to your score. The majority of the score however, is made up of the points received for any time left at the end of the level.

Occasionally there will be a little dog hiding in the level. If you click on it with the magnifying glass you will be whisked off to the bonus magic carpet level. This level is kind



Waldo's cutesy dog snaps up the bones that also double as bonus points. A lucky canine indeed

of weird with you being in control of a dog flying around on a magic carpet trying to collect bones from the air. The more bones collected the more points gained. Hmm!

For ever so young children, or drunks who are crap at playing, there is a parental intervention feature. With a second controller fitted this can be used by the parent

(Below) Well, that wasn't so difficult. Let's see what's in store on the next stage of this action-packed game. I can hardly contain my excitement for a moment longer!

CONGRATULATIONS!
YOU WON AND SCORED
8050
POINTS

NOW TRY ANOTHER
CHALLENGE



THE GREAT WALDO SEARCH





Cross my palm with silver and I'll let you into a few little secrets...

or older companion to help the struggling player. Pressing A forces the screen to scroll to where the object is and pressing B will turn the time function off so that the gamer doesn't get too pissed off.

The Great Waldo Search couldn't be described as edutainment, like the Carmen Sandiego games, but it is a simple

way of getting children used to following simple instructions and having a good time doing it.

Graphically it is bright and colourful, but I felt it could have been a little more atmospheric. Considering the game is played in the 'Realms of Enchantment' it doesn't look very enchanting or magical.

DOGS IN SPACE

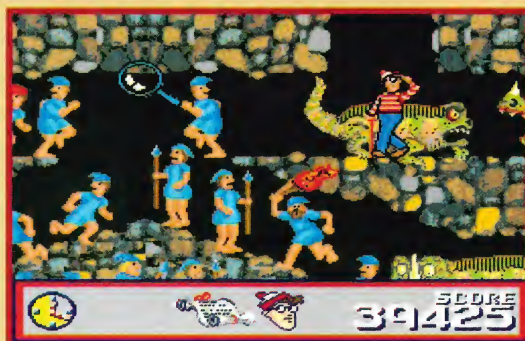
The speech is very clear, but it isn't as loud as the rest of the music and leads to frantic volume adjustments as you turn up the sound to hear the voices, only to be deafened by the music that follows. One very nice touch is that the player is rewarded with a round of applause when an object or a bonus is found.

The Great Waldo Search is a good idea, but it isn't big enough to grow with the player. There isn't enough variety in the challenges and their difficulty and I feel that it will wear thin with the average child fairly quickly.



STOO

REAT O H



Gulp, these rather large reptilian things look a tad on the vicious side. Luckily I'm wearing bicycle clips



ANOTHER DAY MEANS ANOTHER WEIRDO

Land of the Carpet Flyers



Water Monks Vs Fire Druids



The Enchanted Underground



Land of the Gargantuans



Es are good, Es are good...except when someone spikes them with strychnine. Looks as though poor old Waldo could use some vitamin C fast



MEGA PANEL

SCORES OUT OF 10

PUZZLE
THE GREAT WALDO SEARCH
ONE/TWO PLAYERS

OVERALL SCORE
63%

GRAPHICS 7
SOUND 8
PLAYABILITY 7
DURABILITY 6

UPPERS DOWNERS

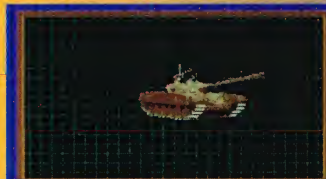
- Bright, bold graphics
- Initially interesting

- Not very much of it
- Repetitive

Thanks to Bits & Pieces.
Tel: 0625 501810

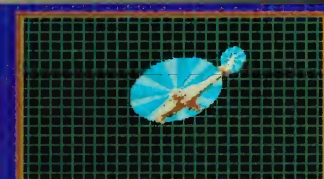


KNOW YOUR ENEMY



NAME: T 72 BATTLE TANK
 RACE: SOVIET UNION
 TOP SPEED: 60 MILES PER HOUR
 RANGE: 200 MILES
 WEAPONRY: 125MM TURRET
 WEIGHT:

Your main opponent is the T-72 main battle tank



NAME: H124 HIND GUNSHIP
 RACE: SOVIET UNION
 TOP SPEED: 100 MILES PER HOUR
 RANGE: 99 MILES
 WEAPONRY: 12.7MM GUN
 WEIGHT: 22046 POUNDS

A rather nasty piece of work which is difficult to destroy

SUPER BATT

It's Saddam Hussein bashing time again. After mastering the skies in Desert Strike it's now time to move on and win the ground war.

REVIEW

In this attempt to defeat Saddam Hussein there are no helicopters to be seen, apart from those in the enemy weapons arsenal. Control of the Middle East airspace now belongs to the Allied Coalition. Air power however wins no wars so it's time for a major ground assault.

As you may have guessed this is where we come in to the fray. Your task is to take on the role of commander of nothing less than an Abrams M1A1 main battle tank.

This is no mean feat because the M1A1 is one of the most potent weapons systems in the world. It is 63 tons of steel with a 120mm smooth bore gun, so who in their right mind is going to stand up to this?

Try the Iraqi army, armed with all the latest Soviet technology – well T-72 tanks which are about 20 years old, but it sounds good anyway!

Carrying on in the usual tradition Super Battletank has a number of set missions with each mission or stage becoming more difficult as you progress in the game. The orders are given to budding tank commanders by a rather large and chubby American general going by the name of Fox who bears an uncanny resemblance to good old Stormin' Norman Schwarzkopf.

DAVID MEETS GOLIATH!

The early introductory missions are search and destroy affairs being simply a case of driving through the desert terrain and taking out a few enemy tanks. This is not very difficult at all.

As you gain experience the enemy uses more sophisticated weapons and better tactics. You'll be bombarded by attack helicopters which swoop from the sky constantly harassing your tank which can take only five hits before being destroyed.

The weapon payload carried by the Abrams is very impressive. Apart from the usual 120mm SABOT shells the machine is supplied with laser guided



Well, the ticket says the rave is around this place somewhere

projectiles (fire and forget), a 7.62mm co-axially mounted machine-gun and smoke shells to cause disorientation in the enemy ranks.

Ammunition for the main cannon is abundant, but specialized weapons such as the laser guided shells are only available in limited numbers.

The game offers the chance to fight in night-time conditions and an infrared night scope is part of the standard equipment. This however can only be operated for a limited amount of time.

After the tank to tank, and tank versus helicopter engagements your orders are that an enemy installation such as a chemical plant or a Scud missile launcher must be destroyed.

A tactical map can be brought onto screen highlighting the position of friendly and enemy forces, the locations of minefields and the mission objective. If a friendly base is on screen it can be used to re-arm the tank and have



Friendly bases are the place to refuel and repair any damage

damage repaired. This is very handy indeed.

BEEN THERE, DONE THAT

To be fair Super Battletank is a copy of the ancient old Atari coin-op Battlezone (does anyone remember the game with the vector graphics), but with digitized pictures of enemy tanks.

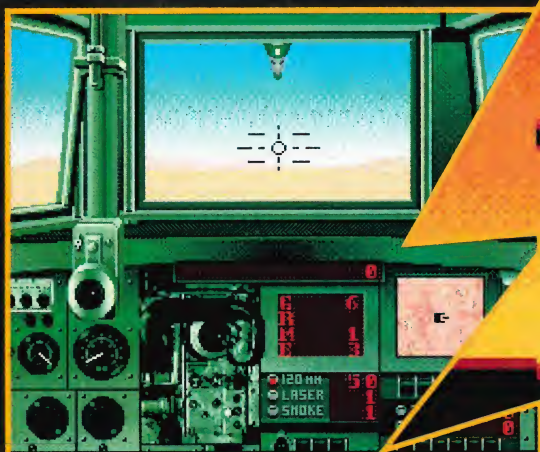
The gameplay is slow and at times completely boring. Driving around the desert with nothing to do isn't really my cup of tea.

The graphics are very mediocre apart from the digitized scenes when the tank enters a friendly base. The action is hardly non-stop and not enough attention is paid to detail for Super Battletank to merit the title of a simulation.

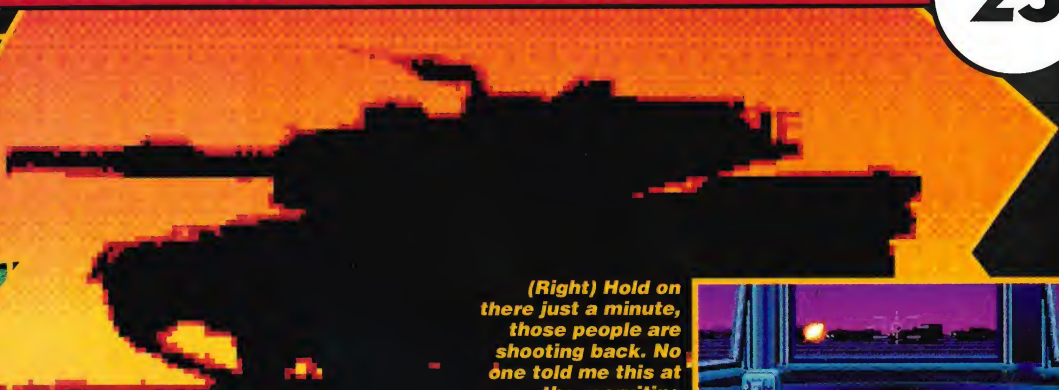
I'll pass this over to those of you out there who like pretending the Gulf War ended up with Iraq fighting back!



GERRY



The Abrams is protected by 10 inch armour-plating, spaced with Chobam armour and some very nice double glazing



(Right) Hold on there just a minute, those people are shooting back. No one told me this at the recruiting office. I'm handing in a week's notice as of now



When laser guided shells aren't available the machine-gun is the best weapon for shooting down aircraft

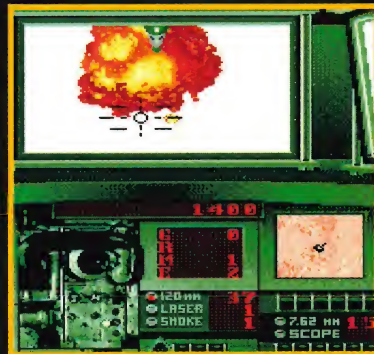
'LET TANK



The dreaded Iraqi army crept up on me in an inconspicuous T-72



Here we have the theatre of operations to help in case anyone gets lost!



Take that you scumbag. Another son of a camel bites the dust

GET A LOAD OF THAT



MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP

SUPER
BATTLETANK

ONE PLAYER

OVERALL
SCORE

50%

GRAPHICS

6

SOUND

4

PLAYABILITY

4

DURABILITY

4

UPPERS

- Starts off promising
- Very easy to control

Thanks to AMS. Tel: 081
450 2166.

DOWNERS

- Becomes very boring quickly
- Not enough action

On other 16 bit computer formats, Mega-lo-Mania proved itself to be extremely popular. Is the Mega Drive conversion going to enjoy the same sort of success?

REVIEW

Since Populous was released on the Amiga a few years ago, it would seem that games placing the player in the enviable position of deity and supreme ruler are becoming more and more popular. The thought of controlling the destiny of a gaggle of poor and helpless beings would appear to be something that most people relish the thought of.

Mega-lo-Mania, unlike many other games of this style, relies on the concept of technology dictating the progress of civilization. As the race discovers new resources it becomes increasingly adept at producing more sophisticated tools.



A bunch of biplane bombers attack modern suburbia. Freaky eh? Things get worse than this though, wait for the nukes

Just about all of the industry in Mega-lo-Mania seems to revolve around mining or defence. As the game progresses your little men will have to keep digging holes and finding new minerals that will help in the building of bigger and better weapons.

Divided into nine epochs the game moves from the prehistoric age up until the beginning of the twenty-first century. Beginning with



Having built themselves a few weapons the lads pop next door to beat the crap out of some poor unsuspecting natives

nothing more than a very small collection of men, a straw hut and a few rocks to bang together you have to make all the right decisions that will ensure the human race thrives and prospers.

STICKS AND STONES

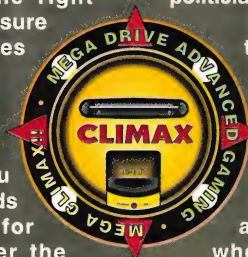
The game places you against three other gods who are all fighting for ultimate control over the planet. Each god has his own tribe and will try to make sure that this is the only race that reigns supreme.

Each level of the game places you head to head against these opponents on small areas of land, and the god whose chaps kick the most butt ends up winning –

simple! It's a bit like what's been going on for the past few centuries, except with gods instead of politicians making all the decisions.

As you start each level the first and most important element is to ensure that your settlement is reasonably defended. To do this, initially you'll have to allocate a number of your men to a research and development (R&D) lab where they take the various sticks, stones and bits of bone that are lying around and turn them into weapons.

All they'll come up with first are simple spears and lumps of rock hacked down to a handy throwing size. However, as each



CONTINUED



Early on your men will be designing weapons while sitting inside their little straw hut



The gods sit outside the universe and look down on the creatures that they manipulate

MEGA-lo-MANIA



(Right) Sending off your little men with nothing more than a bag of rocks isn't always the best tactic. If their target is undefended though, it's amazing how effective it can be



(Above) As the tech level improves you'll find yourself faced with the prospect of dealing with rather a lot of icons



(Left) After conquering a sector, the lads set about building themselves a new home



(Below) As the tech levels advance the quality of the weapons you have available will also increase



You don't see biplanes attacking castles very often. The difference in tech levels can be enormous



The weapons tend to improve very quickly indeed. Starting with simple rocks, you soon end up with spears



ANIA

CONTINUED

new weapon is developed it adds to the tribe's technology level and will give them confidence to dig around and find more exotic resources.

Once your chaps and chapesses have developed a few weapons and have got up to enough mischief to bump the population up a bit it's time to go and bash the lads next door.

All you have to do here is to create an army unit and send it toddling across the landscape to go and kick botty. Being a god you are omnipotent so you'll be able to take a peek at what the enemy is doing and then equip your chaps better for the fight. After annihilating the competition you can then go on to build another settlement where your adversaries once lived.

All this goes on until you've managed to wipe out every other tribe making you the winner. Once this is done you'll have to pop off to another land mass where you start all over again.

EPOCH WHAT?

After every three levels you'll be able to move up to the next epoch. Here your tribe has advanced to the point where it can begin with more technology available. The first epoch simply deals with the Stone Age, Bronze Age and so on, but later on you'll find yourself building guns, missiles and planes.

After fighting the equivalent of the First World War you'll soon find yourself covering familiar subject matter until you eventually reach the 1980s where you'll be building nuclear weapons, jet fighters and eventually flying saucers!

All this may sound like the trappings of a complicated and ludicrously difficult strategy game, but fortunately the way in which it's



Sometimes you find yourself in a location with very little to offer and you can't even dream up some designs for weapons until you've done a spot of mining

When you reach the twentieth century you'll find that mining becomes extremely important. You are completely helpless without resources

been presented ensures that it is always enjoyable and easy to deal with.

For a start, everything is icon driven. The allocation of men for R&D, mining, weapon building and military forces is all done by simply clicking your small hand icon over the relevant action icon and clocking up the numbers of men that are needed. What could be easier?

The only hard bit is that you have to strain the old grey matter to make sure you don't get caught short at a critical moment. There's nothing worse than letting all of your men ponder over the design of

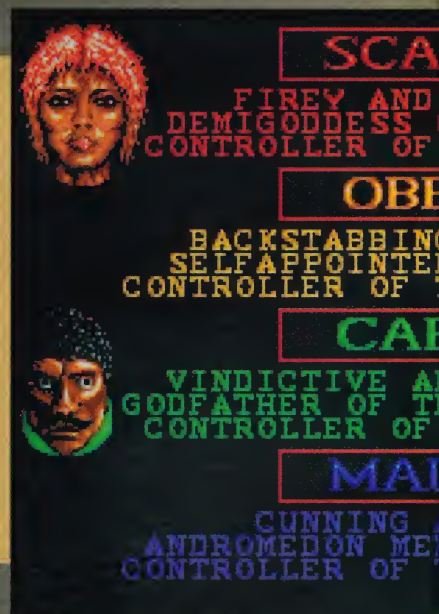
a vat of boiling oil and for the enemy to arrive for a punch up before you've managed to build the thing!

Decisions like this have to be made frequently, and in the later levels you have so many different jobs to tinker about with that it gets truly mind boggling.

GORGEOUS PRESENTATION

Apart from the stunningly enjoyable gameplay, the other shining factor about Mega-lo-Mania is the presentation.

The graphics are all exceptionally well drawn, and the



animation of your tiny men is surprisingly good.

The best bit about the presentation though is the fantastic use of sampled sound. In all there are 33 passages of digitized speech used throughout the game. These passages vary from being told that your men have 'advanced a tech level' to one of your adversaries refusing to form an alliance.

The speech really does add to the gameplay and when it is coupled with the brilliantly moody music it gives the game an awful lot of atmosphere.

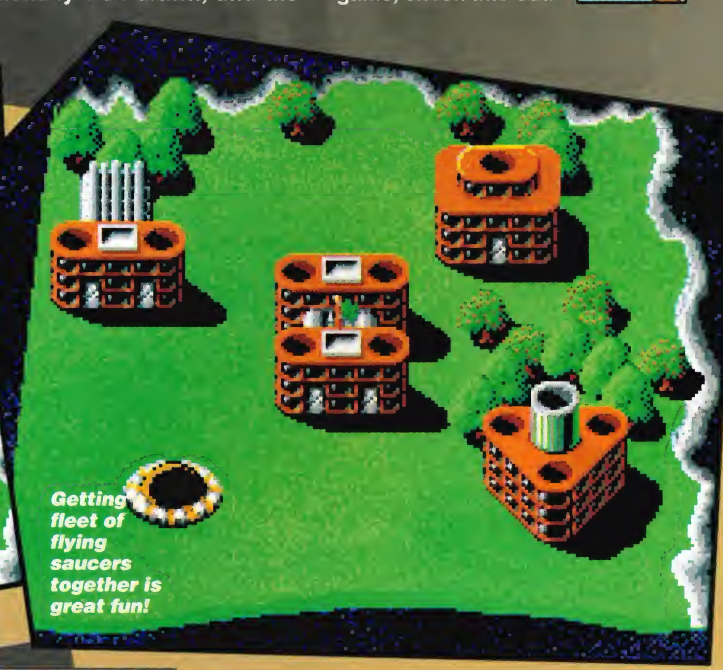
To be quite honest, this really is one of the best games to be released on the Mega Drive in a long time. It looks good, plays well and stretches your mind beyond the boring tedium of hopping a daft character off a couple of platforms. If you want something more from a game, check this out.



JOHN



Trying to make an alliance with another tribe can lead to either brief friendship or all-out war



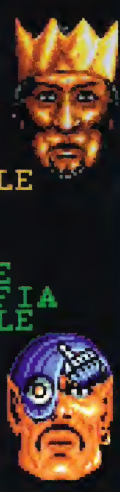
Getting fleet of flying saucers together is great fun!

SCARLET
AGGRESSIVE
OF THE FLEIDES
THE RED PEOPLE

IRON
AND RUTHLESS
KING OF ALGOL
THE YELLOW PEOPLE

SAR
UNPREDICTABLE
TRAPEZIUM MAFIA
THE GREEN PEOPLE

CAP
AND DEADLY
ENEMY SUPREME
THE BLUE PEOPLE



There are four different gods that you can choose from; Scarlet, Oberon, Caesar and Madcap. Each has his own quirky personality which must be taken into account

EMERGING EMPIRE

This map shows the lie of the land with the relevant tribes marked on it

This icon changes the speed of the passage of time

Clicking on one of these shields will request an alliance

These buildings are the various factories and mining installations


The tower is your home base and must be defended at all costs

This is the year. Here it's 1850 so things haven't got too lethal yet!

This represents the R&D department

This number is the amount of people you have available to perform a task. You'll have to manage the numbers well

These icons represent the resources which you can extract



MEGA PANEL

SCORES OUT OF 10


STRATEGY
MEGA-10-MANIA
ONE PLAYER

OVERALL SCORE
94%

GRAPHICS 8
SOUND 9
PLAYABILITY 9
DURABILITY 9

UPPERS
• Stretches your mind
• Clear and well drawn graphics
• Fantastic sampled speech

DOWNS
• None whatsoever



(Left) Jet planes attack the unfortunate tribes below. Very often one tribe will be considerably more advanced than another

(Right) Having more than one flying saucer is definitely the sort of thing that a really nifty general can develop



VIEW THIS SECTOR

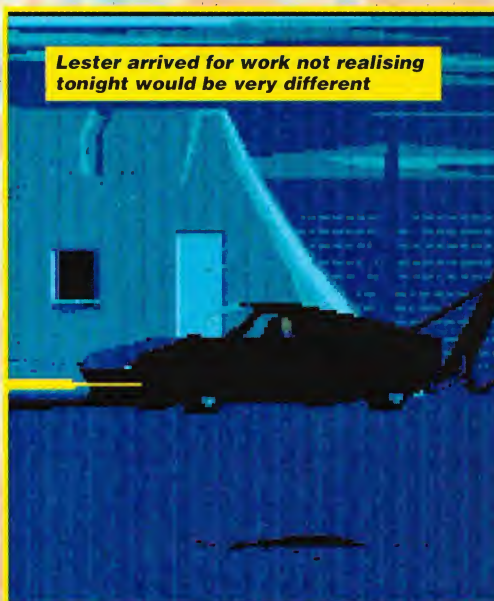
Once you get close to the twenty-first century you'll be able to develop nuclear missiles and laser guns to defend yourself, and jet fighters and spaceships with which to attack



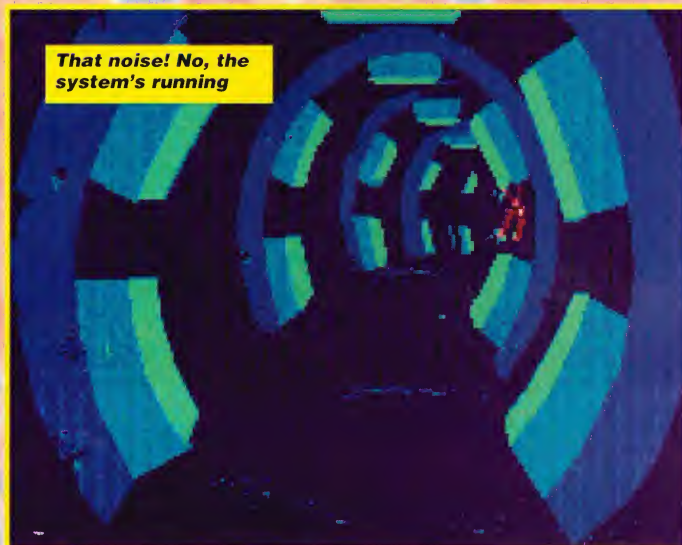
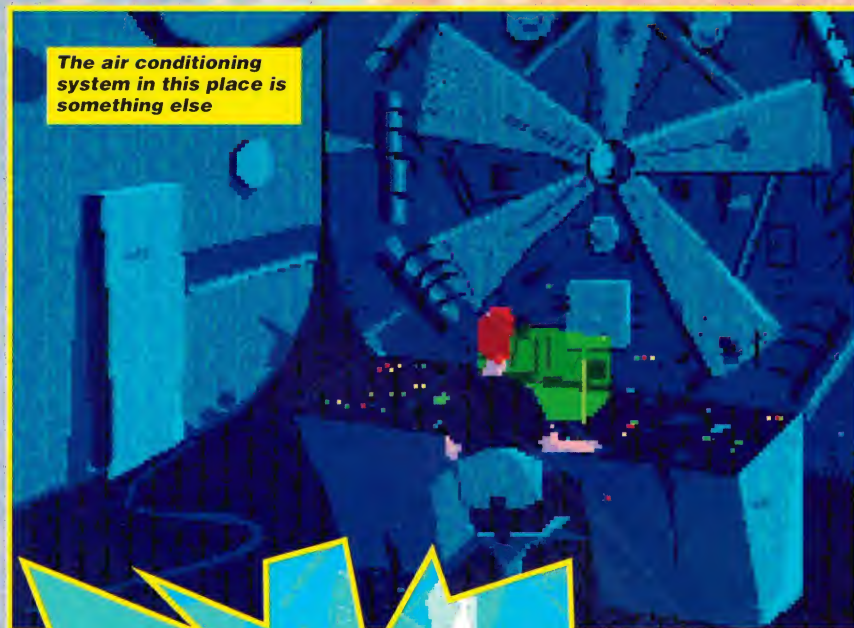
In 2001 you'll have to do some speedy mining to make sure you have enough resources to build some defences quickly



The last few months have borne witness to many classic Mega Drive games being released onto that 'orrible machine, the SNES. For once though it's our turn to do the stealing and a mighty fine game we've tea-leafed in the process.



ANOTHER

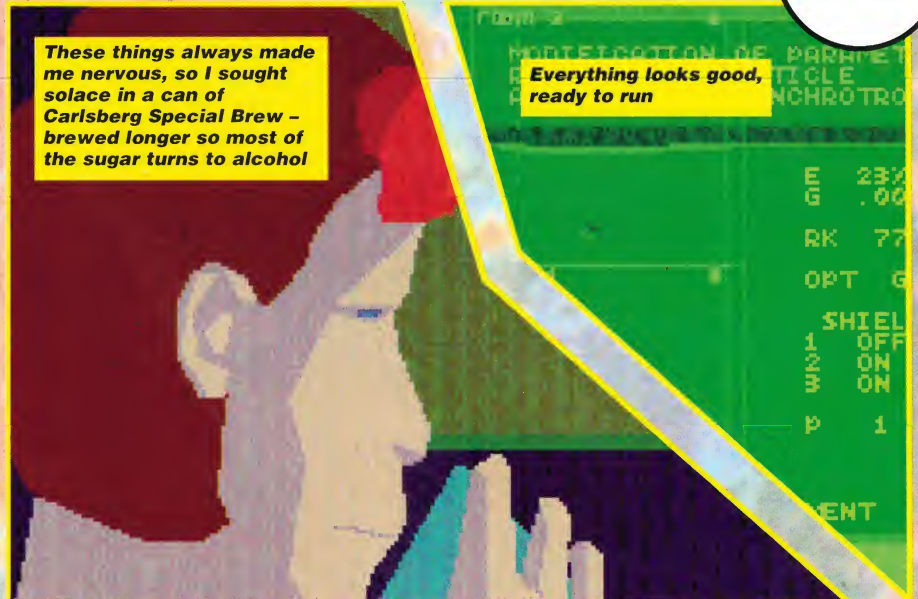
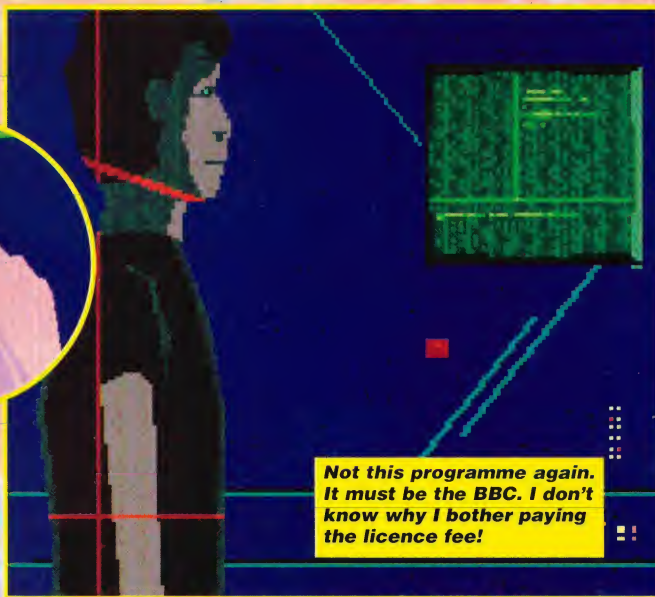


ZAPPP...!!!

The thing to do when faced by something like this is to remain calm and steadfast

I'll have to give up drinking





WORLD



REVIEW

Another World was a massive hit with Amiga and ST owners when it was originally released just over a year ago. It featured a cinema-like storyline, amazing intro screens and the 3D polygon graphics broke new ground.

It had most computer mags frothing at the mouth with the average score it was given being somewhere around the 90 per cent mark. Thankfully, none of the finer points of the game have been lost in the Mega Drive conversion. The French team responsible for the original programme, Delphine, is reputed to have spent almost three years on the project from concept to completed game and it's not difficult to see why.

ONE NIGHT AT THE OFFICE...

The story behind the game is a run-of-the-mill sci-fi affair. It concerns a certain all-round boffin type, Lester Chaykin, who has developed a fantastic new gadget called the Particle Transmitter. It could bring

about a revolution in travel (no more leaves on the line) and would be the ultimate environmentally friendly transport system.

Sounds like something along the lines of the transporter on board the Starship Enterprise! Does this mean that to operate the thing the user must speak with a bad impersonation of a Scottish accent? Just a thought.

Anyway, one dark night old Lester parked up his Ferrari (good money in scientific research these days you know), clocked on for the late shift and then proceeded to do whatever nightshift scientists do.

Lester however, decided to muck around with his particle thing during his tea break when, as if by magic, a lightning bolt struck the building, blowing all the fuses and messing up the one meg of memory needed to run the transporter. In the ensuing mayhem Lester's atoms were picked up, shaken around and dumped in...(cue fanfare)...dah, dah, dah, dah, dah, Another World. Now he must find his way out.

The new world seems tranquil at first but soon many carnivorous creatures spoil the holiday. Moving ahead the first creatures encountered are black slug things.

These monsters give a nasty bite, well a fatal bite truth be known. Lester must squash or kick these before he can pass, only to come



CONTINUED



Thank you very much, this will come in very handy I'm sure



The lasers are illustrated as impressively as most of the other things in the game. What gets me is why the large chap never uses one



Well, here we are. Lester and his big friend attempt to bring around a mass breakout



Erm, sometimes it doesn't all go Lester's way. Here he's incinerated by hostile fire



face to face with a large fanged, four legged animal. The game is strewn with this type of scenario and if your man manages to pass the first few obstacles he will eventually be captured by the intelligent life forms that habit the new world.

After being placed in a swinging cage for no apparent reason, Lester will befriend a fellow alien prisoner. After stealing a gun, the two of them set out on a quest to find the way home, if indeed one is open to them. On the way they must work out puzzles and fight many battles.

PUZZLE ZONE

Together the two fugitives make a great team; the alien can call upon his great strength while Lester has a good mind and a high powered laser gun. Along the way the duo must battle through tunnels, underwater canyons and even in an armoured vehicle.

The climax of the game takes place in the very heart of your captor's world. I won't give too much away but remember to throw that switch more than once. Happy hunting.

At times Another World can become very frustrating. In line with games such as Shadow of the Beast II if you miss out on one small detail the characters must be sacrificed in order to start again.

The incorporation of a password system does soften the blow somewhat though. Many of the puzzles are very clever and on some stages downright difficult (assuming you haven't already played the game to death on other formats) so you'll be glad of having a return point every two or three screens.

The good news is that gamers looking for arcade action rather than a RPG romp will find ample opportunities to use their

skills within Another World. The puzzle content however, does not detract in any way from blowing away assorted aliens.

GRAPHICAL MASTERPIECE

This collection of words would not be complete without a few lines devoted to the graphical content of the game. The early intro screens telling the story of how Lester ended up in this place are excellent. Everything from the lightning bolts to the computer security in the lab is animated well.

Although not having the stunning quality colours and graphics of Mega-CD games, the images are executed extremely well

for a limited machine such as the Mega Drive.

When wandering around the alien planet Lester moves very well, albeit looking somewhat laid back in view of the danger he happens to be in.

The only slightly disappointing feature are the backdrops of the alien land. A little more effort would have made the game a complete visual treat.

Another World, if there is any justice at all, should become one of the all-time greats on the Mega Drive. The content of the game should appeal to many different tastes and hopefully teach certain parties there is life after Sonic 2!



GERRY



OK mutha, get your hands in the air and don't turn around. Now reach inside your jacket and hand me your wallet. No funny moves or the girl gets it



OK, nothing down there. Let's see what's up here



Underneath the arches, we dream our dreams away

This is a lot more like it; sunshine, good food and a five minute walk to the beach

This stage involves the big person throwing Lester over a deep pit...

...Up and over he goes

The remains of an ancient, wiser civilisation. I think so anyway

This is where the big man comes into his own. That's him on the left-hand side knocking the hell out of someone who stared at his pint

Yet another strange place in the alien world. I'm beginning to wish I'd never started this whole thing

The brave twosome venture underground in a vain attempt to find the exit

This has got to be the worst nightmare I have ever had!

MEGA PANEL

SCORES OUT OF 10

PLATFORM

ANOTHER
WORLD

ONE PLAYER

OVERALL
SCORE

89%

GRAPHICS

9

SOUND

6

PLAYABILITY

9

DURABILITY

8

U P P E R S D O W N E R S

- Great graphics
- Superb presentation
- Clever and teasing

- Sound's not great
- RPG freaks might find it a little easy

ANDRE AGASSI TENNIS



Although available now over in the States, Agassi's Tennis won't be on the shelves here until around Wimbledon time, however we thought we'd give you a preview of Tecmagik's latest release.

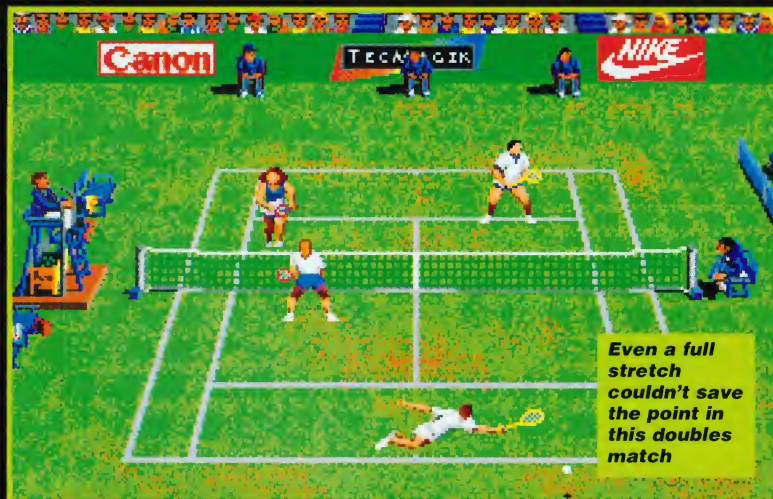
PREVIEW

Boasting a total of zero decent tennis games, the Mega Drive needs a big name spesh like this one to try and compete with Super Tennis on the SNES. This game may be the one to do it.

What previous games have been lacking is the variety that real tennis has; innumerable shots, topspin, backspin, deep serves and so on. Agassi will attempt to tackle that by giving a number of ways of serving and returning the ball.

WANNA PLAY?

The most noticeable innovation will be the way in which the ball is returned. Instead of pressing B at approximately the right time and hoping luck is in your favour, Agassi has a new system.



Once the ball is on your side of the court press which of the buttons corresponds to the shot you want and hold it down until the best time to strike the ball. You can start the shot as early or as late as possible. The earlier the start the more powerful the shot will be.

To angle the shot and apply spin there is what is almost an aftertouch facility. After hitting the



ball press left or right for direction and push up or down for topspin and backspin. Serving is done in much the same way and this gives more flexibility than other games.

The gameplay options will also live it up. As well as the standard singles and doubles tournament options you will also have a Skins tournament. Each point starts with a stake of 10 dollars, but every time

the ball goes over the net the pot doubles; 20 dollars, 40 dollars and so on.

Whoever wins the point takes the pot. If you make an Ace then you get an extra grand. This way even if you lose a game you can still make a lot of money. If you win however, you can go on to the next round.

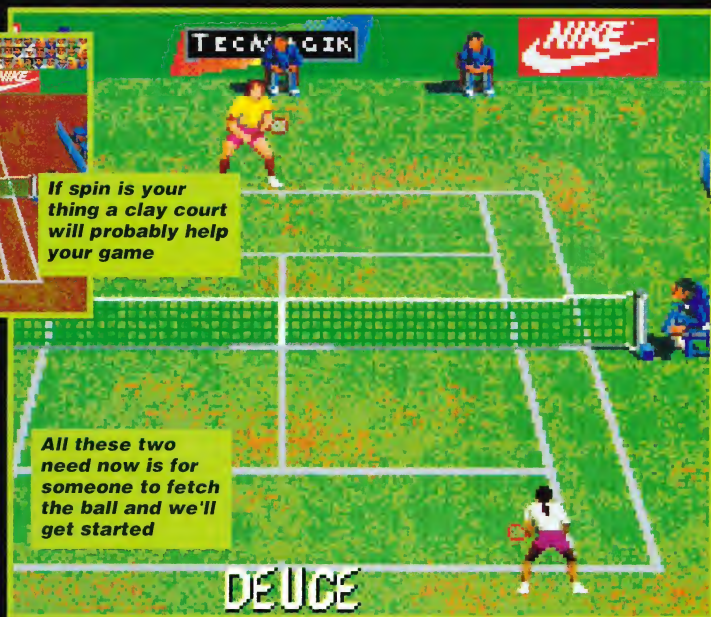
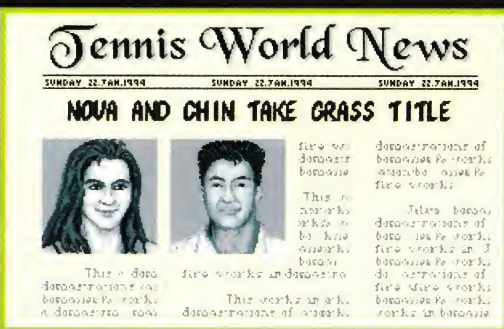
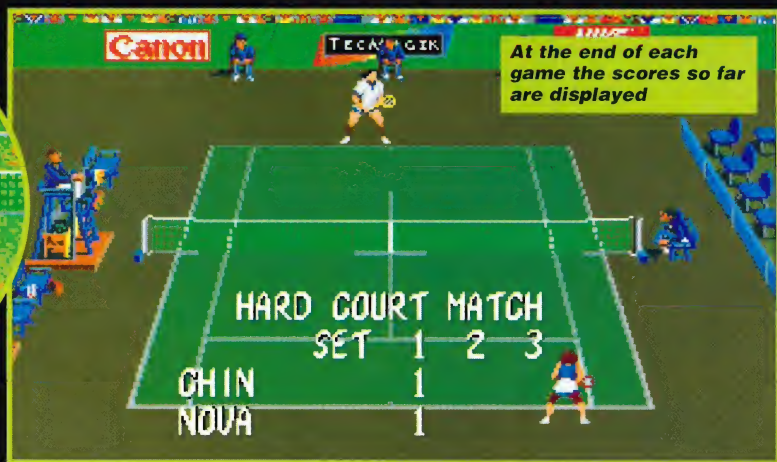
In a doubles game in any of the tournaments the computer will control the other player on your team or you'll be able to partner a second human player. You can also play a one off two-player match but this can not be part of a tournament.

Whether Agassi will redefine computer tennis is another question and one that I'm not going to answer in a preview, but it does show Tecmagik's commitment to doing something original.

It would have been so easy just to hang a loose-stringed racket around the Agassi name and be content with that. Of course we'll have to wait until June to see if it is going to live up to its promise.



STOOT

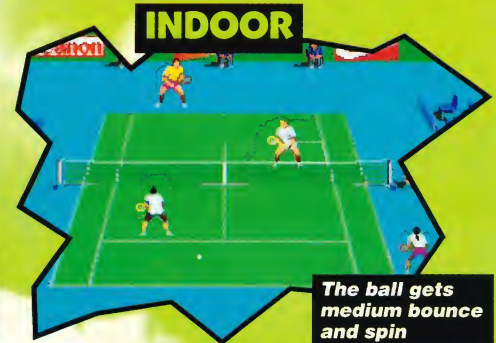
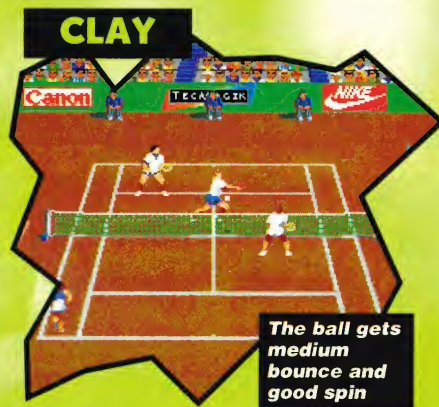


If you do fabulously well then the whole world gets to hear



BOUNCE FACTOR

Four playing surfaces will be available in all modes of the game. Each of these has its own properties which affect how the ball bounces and spins.

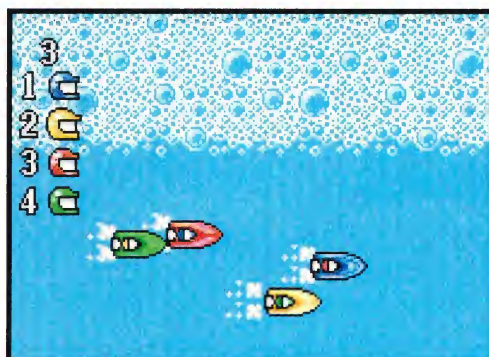


Micro Machines are the toys that have been responsible for slipping parents up all over the world! The tiny, but accurate, models of everything from fire-engines to airliners have sold millions and now we have the game. Lemme at it...



MICRO MA

REVIEW



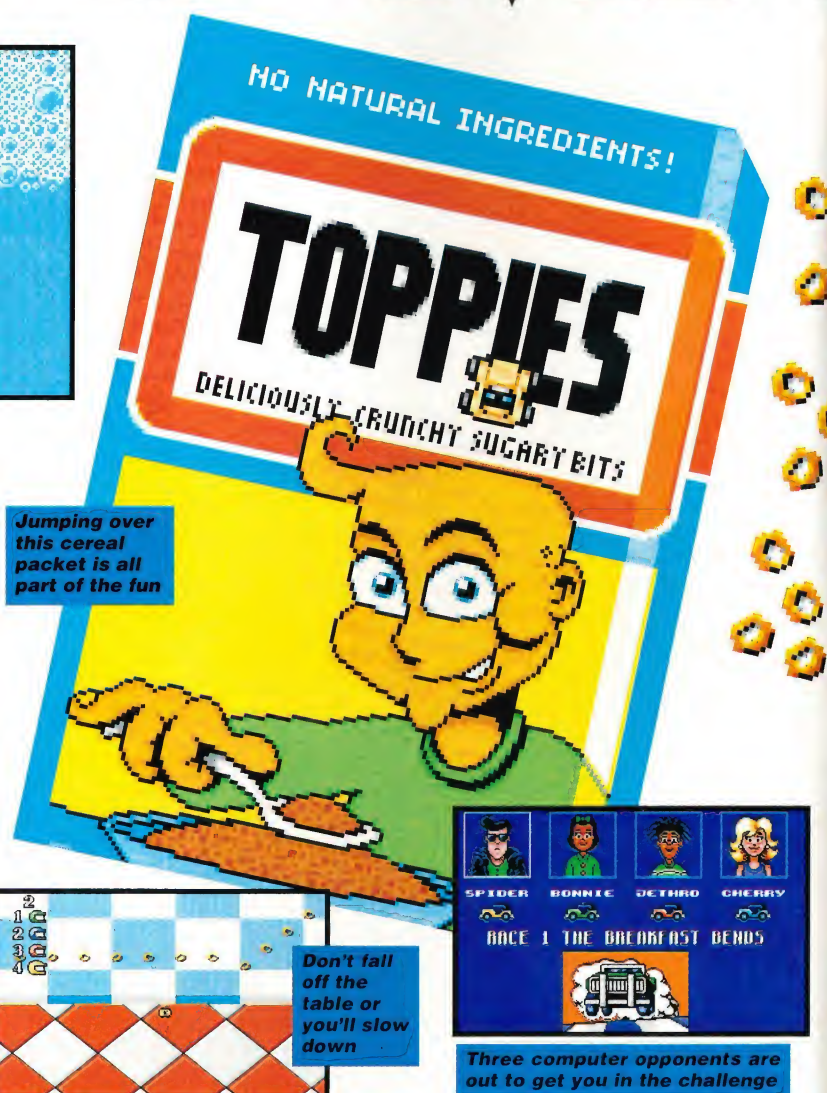
Yaaay, bathtime! Micro Machine powerboats ahoy!

which for your opponent(s) determines how difficult the race will be.

Each of the eight areas has its own vehicle which is used exclusively with the three tracks in that area. In the challenge option of the one-player game the idea is to play all of the tracks and come second or above in each of them.

As you complete each track the Micro Machines carry case has another gap filled in. If you manage to win three races in a row you take part in the Rufftruck time trial. Here you control a monster truck around an intricate garden course. This is definitely one to be careful on.

In one-player head to head and two-player modes the game uses a rather unusual method of spicing up the gameplay. Instead of just trying to win, you can attempt to get far enough ahead of the other player so the



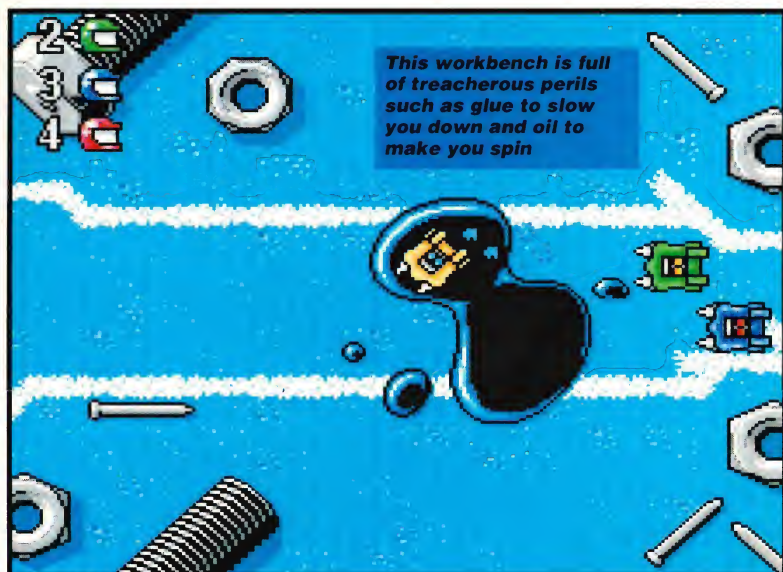
Jumping over this cereal packet is all part of the fun



Don't fall off the table or you'll slow down



Three computer opponents are out to get you in the challenge



Micro Machines has eight styles of track, each with its own pitfalls and traps that are there to hinder the unwary driver...



ACHINES



(Below) The breakfast table is a maze of spilt milk, cereal and syrup



This Rufftruck time trial is a chance to win an extra life

bottom of the screen catches up with them. If this happens you win a bonus.

These bonuses are displayed on a column of 10 spheres; five red and five blue to match the racing colours. If red wins a bonus one of the globes changes colour from blue to red. At the end the winner is the one who has the most globes of their colour.

MINI MAGIC

Alright, you know how it works, but is it any fun? Yes! The speed of the cars and the gorgeous way they can skid around and go into corners sideways is brilliant.

The idea of one level being based around tanks that can blow each other up is a classic and the sheer fear of driving right on the edge of a pool table is one of the best sensations I know.

The frequency of the disasters that can befall you and the other player

create real high tension stuff that will result in gales of laughter as some ridiculous fate occurs.

TOY TOWN

Graphically it isn't extravagant but clear and concise in the familiar Codemasters way. It also makes use of the full screen. The sound is best described as functional with some nice brms but not a lot else.

The only criticism is that the quality of the tracks is inconsistent, but you only really notice this in one-player. Some courses are really nerve-racking with others being merely amusing. But they don't appear in any order of difficulty.

I haven't enjoyed a game like this since Super Mario Kart on the SNES. There isn't a top-down racing game to touch it on the Mega Drive.



JOOST



MEGA PANEL

SCORES OUT OF 10

DRIVING

MICRO
MACHINES

ONE/TWO PLAYER

OVERALL
SCORE

89%

GRAPHICS 8

SOUND 7

PLAYABILITY 9

DURABILITY 8

UPPERS DOWNERS

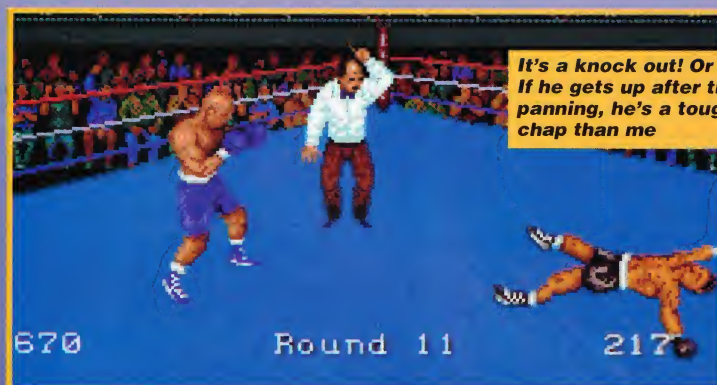
- Excellent racing action
- Hilarious two-player game

- Not enough tracks

After the unanimous slugging off of Evander Holyfield, the last Mega Drive boxing game, it would seem that Virgin is hoping to pop in and prove that Muhammad Ali is a much better prospect.

Bruno Franko 0:03 Carlo Espinoza
POWER SPEED

Bruno Franko (hmm, I wonder who that's taking the mickey out of?) lays into his pathetic opponent Carlos Espinoza



It's a knock out! Or is it? If he gets up after that panning, he's a tougher chap than me

A girlie in a rather pleasantly minuscule bikini comes into the ring to congratulate you on your victory



MUHAMMAD ALI HEAVYWEIGHT BOXING

PREVIEW

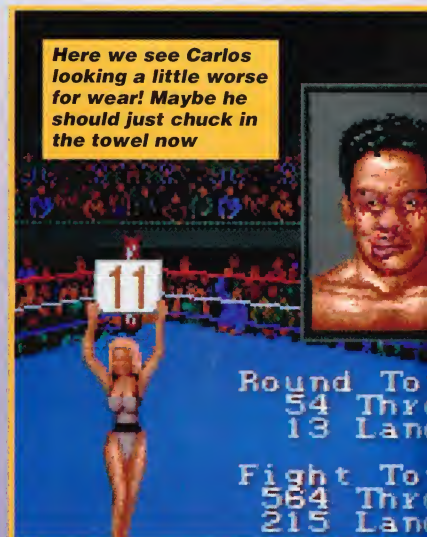
With all sorts of elaborate multi-move beat'em-ups available on the Mega Drive it seems a little odd that boxing games are going through a spot of revival. Come to think of it, it seems a bit odd that a game taking the name of a night-club owner is being released now.

As far as we can work out in the office, it's been over 10 years since Muhammad fought his last fight, so why are we now seeing a boxing sim based around his brain mangling prowess? Well, as far as boxing aficionados are concerned, many believe Ali is still the best when it comes to punching face. It's as simple as that.

SIMULATION?

Virgin is adamant that this game uses the very latest technology for this style of game. Whereas previous efforts have simply involved two chaps standing face to

Here we see Carlos looking a little worse for wear! Maybe he should just chuck in the towel now

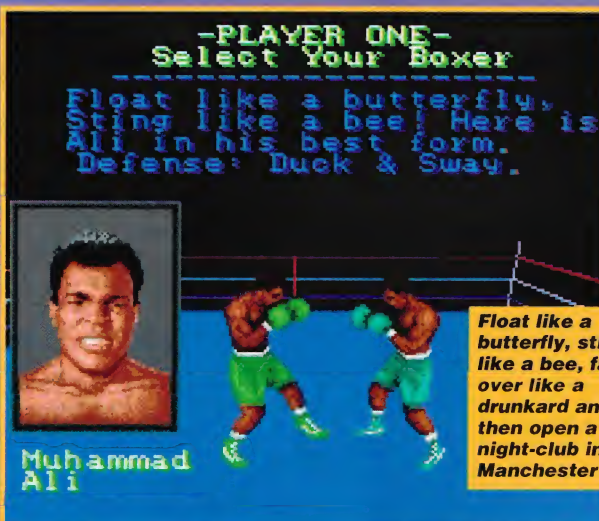


face belting each other in the mush, Virgin's effort attempts to simulate the art of boxing.

By placing the two sprite-based fighters into a 3D ring that rotates around them, it gives full freedom to move about the canvas.

The techniques used for this are very similar to the 3D polygons used in flight simulators such as LHX Attack Chopper and F-22. The result is an effect that gives the game much more depth than other games of this style.

As you'd expect from a beat'em-



Float like a butterfly, sting like a bee, fall over like a drunkard and then open a night-club in Manchester

BOXER RANK

NEXT FIGHT

MUHAMMAD ALI FIGHT BOXING

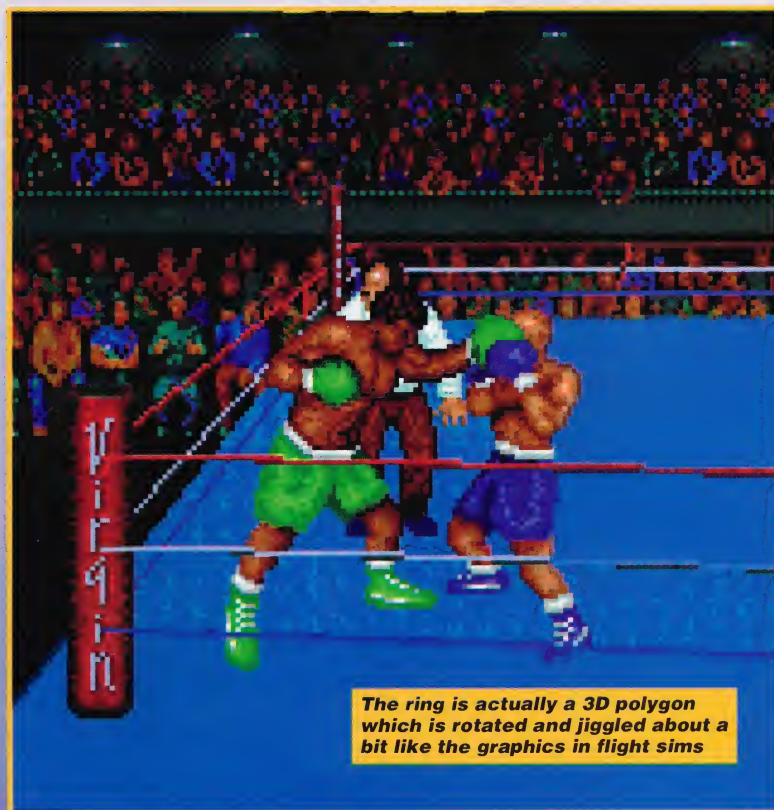
The lads meet for the first time in front of the ref. Ooh, you can just feel the tension



NEXT FIGHT:
12 ROUNDS

MUHAMMAD ALI	VS.	BRUNO FRANKO
		
RANKING 10 RECORD: 0 0 0 0 KO		RANKING 9 RECORD: 26 6 2 11 KO

Muhammad Ali goes in against the office hero Bruno Franko



The ring is actually a 3D polygon which is rotated and jiggled about a bit like the graphics in flight sims

up the game can be played by one or two players. In two-player mode you simply set two big brutal chaps up against each other, whereas in single player you will get the opportunity to take part in a tournament.

In either game there are two different methods of play that you can try your hand at. In arcade mode you simply keep pressing the buttons as fast as possible, whereas in simulator mode you have complete control over each thump that's available.

By nimbly fiddling with combinations of buttons and joystick movements you can choose when you want to perform just about any move, including special attacks, defences, and all the usual boxing fare.

Those of you who have been frothing at the mouth for a decent boxing game may well have something worth waiting for here. It seems to include just about every fighting move you could ever ask for, and on top of this it is presented in a very professional manner.

The single most impressive thing about Muhammad Ali has to be the sampled sound effects. The music uses samples to creditable effect and just about every single sound in the game is digitized from various boxing matches. From the chanting of the crowd to the grunts and smacks of the lads when they are laying into each other, everything sounds superb.

If you are looking for a new boxing game then it may be worth hanging around for this one in the spring.



JOHN

IN TOURNAMENT:

BART LETS RUMBLE
RAMBLER
IRONHEAD MAC
ROBINSON
TOMMY THE FIST
HAMMER
JUMPIN' JACK
BLAKE
MARVIN MAULER
COOPER
KIM THE DRAGON
LEE
EDDIE THE MASHER
MONTAGUE
CARLOS ANIMAL
ESPINOZA
BRUNO THE BEAST
FRANKO
MUHAMMAD ALI
THE GREATEST

The tournament league table containing lots of names and numbers. Yes, very interesting!

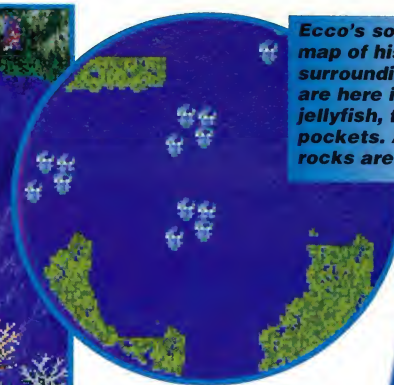
And the winner is...me. Ha! Right then, who's next? Come and have go if you think you're hard enough



I can't believe it! I have found a totally original game! My prayers have been answered!



Currents can be dangerous for Ecco. They can trap him in one area, they can suck him onto dangerous corals and injure him, or they can slow him down as he heads for air



Ecco's sonar can reveal a map of his immediate surroundings. All details are here including jellyfish, food and the air pockets. Any dangerous rocks are also shown



This killer whale offers a clue to the whereabouts of your family and the glyph will give you the power to remove another glyph elsewhere

ECCO

REVIEW

I have never been one who's adverse to getting mellow every now and then. You know, a couple of beers, slap on the Orb video and Bob's your uncle. Funnily enough one of the main images featured in the Orb video is a Dolphin, which is what the game Ecco is all about.

These creatures have a definite new age mysticism about them. They appear to be highly intelligent and legend has it that they are more closely related to man than may be at first apparent.

This particular dolphin is in a spot of bother. A storm has taken all his friends away and he has to find his family or he will die from a broken heart.

MOVE OVER FLIPPER

Ecco's quest forces him on an odyssey of exploration and puzzle solving under the sea. He has two special talents to help him along on top of his intelligence and dexterity.

First, all dolphins communicate and find their way with sonar and Ecco is no exception. His sonar is fired by pressing A and if this is held down until the sonic arc returns then a map of Ecco's immediate surroundings is revealed.

The sonar is also used to communicate with different creatures of the deep. Occasionally this will result in something useful, but the majority of times a cryptic response will be returned like, "The marks on your nose are like the stars in the sky". The more useful undersea creatures give clues on what to do, where to go or how to solve a puzzle.

His other talent is his speed attack. By pressing B Ecco darts forward and any dangerous creature he hits, like jellyfish and pufferfish disappear in a little swirl of light.

HIDDEN DEPTHS

One of Ecco's problems is that he is a mammal, and must therefore breathe occasionally. This is OK on the first few levels because the surface is never far away and a few expertly executed somersaults can be thrown in for good measure as you breathe. But later levels are usually in undersea



To restore energy lost from hitting jellyfish or other dangers Ecco can catch and eat some of the fish that swim around



This sea snail can remove rocks that are in Ecco's way, but it has to be manoeuvred carefully by Ecco and is one of the tricky parts of the game

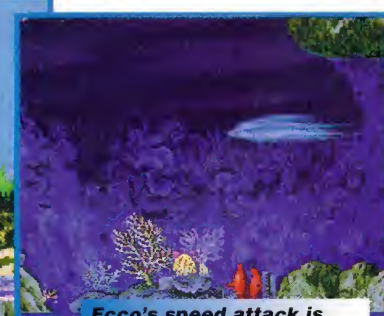


These glyphs are vital to the gameplay. They can reveal their secrets of the deep or they can act as barriers to your progress



When Ecco does attack the target disappears in this gorgeous circle of light

Ecco can perform elegant somersaults if he leaps out of the water, and you can play just this part of the game for hours



Ecco's speed attack is the only way he can eliminate the nasty jellyfish, the pufferfish or some obstacles made of conch shells

caverns where the surface is too far away and air pockets must be found and used frequently. These never run out but they are difficult to get to.

Another element of the game are glyphs. These are ancient crystals that have immense knowledge of the seas, and also guard passages to new areas. These can be communicated with and they are usually responsible for some of the most screwed up messages.

The ones that guard passages will have a partner knocking around somewhere called a key-glyph. What you have to do is find this, absorb some of its power by knocking it, then swim back to the guard glyph and transmit this power with your sonar. The glyph will then fall away allowing you access to the new area of the level.

Other obstacles begin to present themselves as you get further into the game; walls of rock are removed by rubbing them with a large conch, movement sensitive octopii, strong currents that cannot be swum against, puffer fish and so on.

A lot of the puzzles or obstacles involve Ecco manipulating objects or enlisting the help of other creatures, especially starfish, to help him out.

One of the best bits of the game

though is just swimming around. Ecco is so well animated with a large number of manoeuvres that just leaping out of the water, swimming, somersaulting and that kind of thing are really good fun.

In fact just enjoying a wander is one of the most relaxing activities I have ever come across with the truly ambient soundtrack and the splashing noises really sealing the atmosphere.

IT'S MELLOW MAN

Once you get into the game the mellow atmosphere soon begins to absorb you, and you find yourself saying "I'm just going to talk to the killer whale, man", and "Oh no, a glyph, man". This game has a very strange ability to start making you talk like a long term cannabis abuser.

The whole mystery of the sea has been captured here; the deep dark caverns, the sunny surface, the different creatures, along with all of the noises.

As well as capturing all this mystery and ambience Sega has slapped in a fantastic game as well. It is huge and it is not the kind of game you'll finish in one day. The password system helps, but it will still take weeks of solid play to finish.

Ecco is one of the very best games ever to be released on the Mega Drive. Its originality, high class gameplay and feel, not to mention addictiveness make it a must-buy for anyone. This really is a classic.



JOOF



Ecco can get air from these air pockets in two ways; leaping into them fills him up immediately and poking his head into the smaller ones fills him up one unit at a time

MEGA PANEL

SCORES OUT OF 10

SWIMMING	OVERALL SCORE 95%	GRAPHICS	9
ECCO		SOUND	9
ONE PLAYER		PLAYABILITY	9
		DURABILITY	9

UPPERS

- Relaxing, engrossing
- Massive amounts of game
- Brilliant animation of Ecco

DOWNERS

- Erm...

REVIEW

Playing the part of either Ariel: Bimbette of the Seven Seas or King Triton you must swim around the underwater mazes freeing the aquatic inhabitants who've been imprisoned by Ursula the witch.

To rescue all of your fellow Merfolk you've got to annihilate all the nasty underwater creatures and lead them to a safe haven. Armed with nothing but a shell bra and a corking singing voice Ariel must swim around singing cheery tunes at the nasty monsters. What a weapon eh?

Of course, if you feel that your masculinity would be seriously affected by playing a nubile young mermaid you have the alternative of playing King Triton who has a much more macho fireball which he can chuck at the bad guys.

Overall it has to be said that as scrolling maze games go, this isn't exactly the hardest game you'll ever come across. Bearing in mind the subject matter it would seem obvious that the game is aimed at a much younger player and if you're only seven years old this would be great.

The presentation of the thing is absolutely first class and it gives the air of being a very good quality product. Just bear in mind that it isn't the most challenging title ever!



JOHN

ARIEL

THE LITTLE MERMAID



Our heroine Ariel makes use of her musical weapon



This being an utterly non-sexist mag I wouldn't dare make a comment about Ariel flashing

MEGA PANEL

ONE PLAYER / MAZE GAME

SCORES OUT OF 10

OVERALL SCORE

61%

GRAPHICS 9

SOUND 8

PLAYABILITY 5

DURABILITY 5

REVIEW

TALE SPIN

Times are hard for ailing jungle superstar Baloo the Bear. His air freight firm is in financial trouble but fortunately by a stroke of luck Baloo and his ever present cohort, Kit, manage to land themselves a lucrative deal to retrieve 10 crates of cargo from nine exotic locations.

Unfortunately for them their old adversary, Shere Khan is chasing after the same cargo.

The game places you in control of either Baloo or Kit (or both simultaneously if you play the two-player game) as you roam around the countryside searching for the hidden boxes. It's all fairly bog-standard collect'em-up/platform game fare with nothing particularly original.

The levels are reasonably sizeable and all contain numerous baddies who must be immobilized. Each of the two heroes has their own distinctly harmless weapon which will stun the bad guys long enough for you to pass.

Graphically the game is

reasonably well executed, but considering the quality of other recent Sega Disney games it is very disappointing indeed. The sprites are a bit mushy in appearance and the parallax scrolling looks decidedly naff.

The thing that really spoils Tale Spin though is the fact that it's such a slob to play. The controls

are sluggish and unresponsive and leave you feeling as though you aren't in complete control of the goings on, more of a vaguely interested participant. Such a shame really 'cause a licence of such a wicked TV series has an enormous amount of potential.



JOHN



Some two-player fun as Kit and Baloo leap around



Baloo rehearses the ancient art of bat and ball in the middle of the jungle

MEGA PANEL

ONE/TWO PLAYERS/PLATFORM

SCORES OUT OF 10

OVERALL SCORE

58%

GRAPHICS 6

SOUND 7

PLAYABILITY 5

DURABILITY 4

WIZZY AND LIZZY

PREVIEW

The particular universe where these two kind-hearted magicians exist is a little on the strange side. It is full of rabbits — well obviously anywhere you put two rabbits is

going to be full! The basic thrust of Wizzy and Lizzy is to race around each level finding dying rabbits. Each one you touch will be immediately saved

and in gratitude they will give you a letter.

Well, they won't give it to you as such but let it float off into the ether. The trick is to collect all the letters you need to make up the word at the top of the screen. Once you've done that the exit will open and out you can go. If one of the rabbits dies before you get to it a letter will be removed from your collection.

It isn't as easy as this though because there will be some slightly malevolent creatures knocking about that will cause you damage if you run into them. You'll also face a time-limit in which to find all the rabbits and get out again. Any time not used will be put into credit for when things get tricky later on.

Another Psygnosis project that is nearing completion is this esoteric story of a witch and a wizard trying to save some rabbits. Odd, very odd!

This has to be one of the fastest moving games I have seen since the good bits of Sonic 2, but even that didn't move this fast, in this many directions at the same time.

Yet to be mentioned is the two-player split-screen mode. Now this has great potential for hours of endless fun.

The principle will still be the same but this time there won't be any nasties flying about. It'll just be a head to head race to get the letters for your different words and get to the exit, which will appear at a random point somewhere in the level.

You will be able to steal your opponent's letters, slowing them down, but you won't be able to use them yourself. The first one out will be the winner but the loser will have to keep playing until their word is complete. Each second they are on the screen longer than the other increases the victor's points.

If it fulfils the potential we saw, and it should because it is nearly complete, then this will be a fantastically fast and furiously funny two-player game. Wizzy and Lizzy is due to arrive later this year.



STOOD



Level designs aren't all grassy fields and hillocks you know, the occasional rabbit church turns up as well



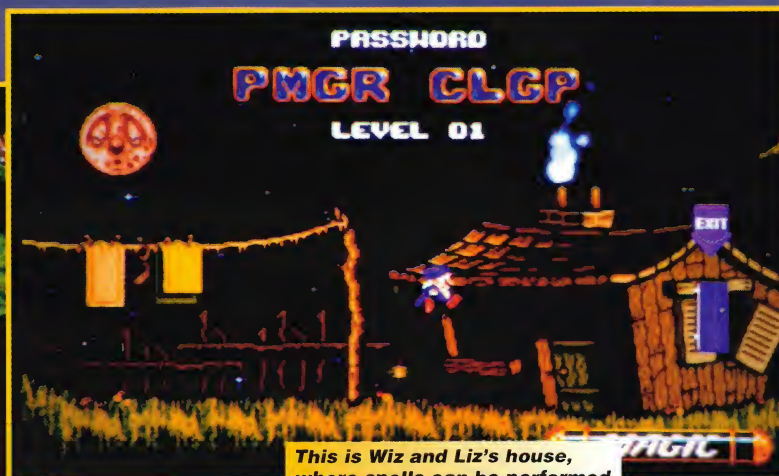
The gauge at the bottom shows how much magic all the collected fruit has generated



A forlorn Wiz rambles about trying to find the dying rabbits



All the letters have been collected and now Wiz must find the exit



This is Wiz and Liz's house, where spells can be performed to access special zones and where passwords can be written down

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MEGA-CD

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● **ROAD
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● **TECH SPEC**
THE INS AND OUTS,
THE HOWS AND WHYS
OF THE
MEGA-CD

There can be no doubt that the Mega-CD is the way ahead for Sega gaming, but is it as good as the hype?

MEGA

HISTORY LESSON

The whole thing started back in the early '80s when Sony and Philips clubbed together to develop a new digital music medium. The new system (which quickly became an industry standard) gave superb quality reproduction and instant access to any point on the disc.

CD soon established itself as a viable option for storing computer data.

As CD ROM on the PCs blossomed and the prices for CD technology dropped it soon became apparent that the potential for CD based games was enormous. PC games such as the fabulous Wing Commander soon made the journey to CD and many followed.

By this time a number of more home based machines were also gaining CD systems.

TECH DATA

CO-PROCESSOR.....	MC68000.....	This works in tandem with the Mega Drive processor making everything much faster
CLOCK SPEED	12.5MHz.....	This is the speed at which the CPU crunches all of the code
MEMORY	6Mbit (about 700k)..... 128kbit data cache	This small amount of memory allows the Mega-CD to keep track of the current data
DISC CAPACITY.....	Around 500-600Mb	Sonic 2 takes up 1Mb of memory. Imagine a 500Mb game!
SOUND	8 channel stereo sound	
SAMPLING	Up to 32KHz 8 times oversampling ..	This is the same sort of quality as a reasonable home stereo CD player
CD ACCESS TIME	Max 1.4 seconds..... Min 0.8 seconds	In other words, it's fast
COLOURS/PALETTE	As Mega Drive	Rumours from Sega indicate that it is possible to achieve full screen, full motion video using all 512 of the Mega Drive's colours
GRAPHICS	Biaxial rotation Graphics scaling	This means that anything the SNES can do the Mega-CD can do just as well!

The disc is placed in this drawer. The only way of actually opening it is by accessing the 'on screen' control panel. There are no buttons on the Mega-CD unit

You attach the Mega Drive to the top of the machine by means of a small metal plate. This plate is screwed to the Mega Drive and then slots into a number of grooves on the CD unit



The only indication that the machine is actually working is this panel of lights on the right-hand side. All it tells you is whether the disc is being accessed or not, and if the power is on

TRIVIA

- CDs scan from the inside edge to the outside edge – the opposite to vinyl LPs.
- The top surface of the CD is the delicate one. Laser light passes through the clear plastic and reflects back off the aluminium coated surface.
- The 'holes' on a CD surface are apparently 1.6 micrometres wide and 0.9 micrometres deep. That's pretty damn small! These tiny pits catch the light and cause a polarizing effect – that's why you see the rainbow when you hold one up to the light.
- CDs are actually very cheap to manufacture. For any quantity over 1,000 units the price is well under £1.
- The information is read off the disc using an infrared laser light. You can't actually see this, so any light you see in your domestic player is purely for show.
- CD games systems simply read the information off the

A-CD

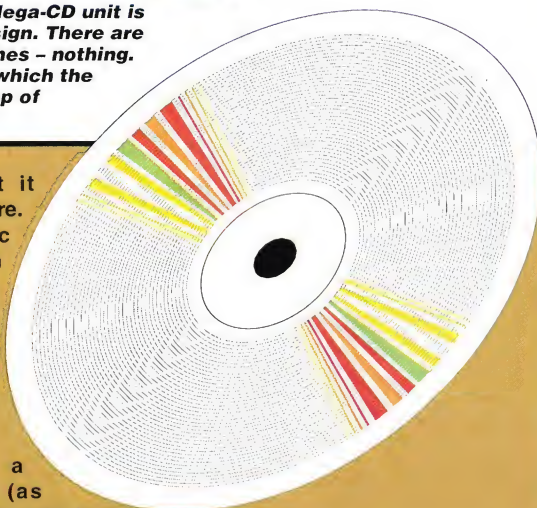
Ever wondered what the edge connector on the side of the Mega Drive is for? Well, it slots into this edge connector on the top of the Mega-CD



As you can see the Mega-CD unit is very simple in its design. There are no buttons, no switches - nothing. It's just a black box which the Mega Drive sits on top of

disc and interpret it according to its nature. This can be music data (samples which are played back), computer data (the guts of the games) or video data (the code for the images you see on screen).

At present, a standard CD (as read by the Mega-CD unit) is not erasable or recordable. With the advent of mini CD though, we could see new systems where you can save information out. This of course would require a new piece of hardware.



CDs are actually so cheap to produce that within a few years we could actually see the price of games fall! The age-old argument that 'cartridges are expensive to produce' would be right out of the window!

SEGA AND THE MEGA-CD

As the Mega-CD is the first major piece of hardware to come from Sega in the past three years it's hardly surprising that the company is putting everything it's got behind the system. Effectively making the combination of Mega Drive and CD the much fabled next generation console, Sega envisages that CD will

take over completely from cartridges within the next two to three years.

Obviously, the company has a commitment to compatibility within all its systems so you're always going to be able to play your carts, however don't be surprised if CD format games totally take over by 1994.

Sega seems so convinced of the future in multi-media games that millions of dollars have been spent in the US on building a film/recording studio. Here film and music is recorded ready to be digitized onto disk and included within a game.

At present the Sega format CD system has more support behind it than any other similar system.



CD RELEASE

Although the UK release of the Mega-CD should be any day now the Japanese machine has been available for over 18 months! It seems that Sega didn't want to unleash the machine on the rest of the world until the market was ready.

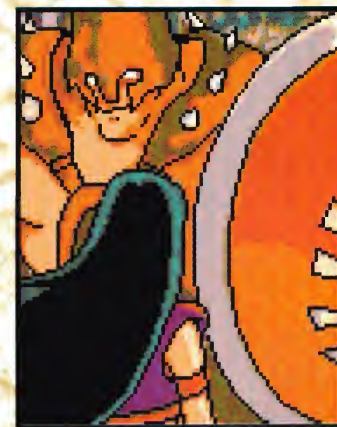
The US has also seen an official release as well, and although there were only four discs available at the time of launch it has sold incredibly well.

Sega assures us that the UK release has been held back until a sizeable catalogue of games is available. The intention would seem to be for around 15 discs to be available at the time of the UK launch. These will include the recently previewed Sewer Shark and Night Trap along with Cobra Command and Wonder Dog.

A number of shovelware discs will also be released, containing four or five older Mega Drive cartridge games on one disc. The first of these will include classics such as Streets of Rage and Columns.



Both Cobra Command (above) and Time Gal (below) are examples of how effective full motion video can be in games



Psygnosis has been dabbling in CD ROM for ages, but the company has now turned to Mega-CD. Can it retain the reputation it gained for 16 bit games?



Ian Grieves, project manager is a very proud man. He firmly believes his programming team is one of the best in the country

SHINY HAPPY

FEATURE

Psygnosis' first CD product was for the FM Towns machine in Japan. The FM Towns is a sort of PC with extra bits, including a built in CD ROM drive. The program was merely a demo of a fully ray-traced fighter plane flying over a rugged fractal generated landscape. It looked great but you couldn't play it, just watch it over and over again.

They only pressed 10,000 copies because demos are there just to show

things off a bit. Those 10,000 copies sold out within three hours of the shops opening on the launch day and another 50,000 were pressed. I guess this gave someone at Psygnosis a hint to how big CD might be.

From then on the company has gone headlong into an odyssey of CD ROM research and development that will bear fruit this year in the form of a number of projects for all CD formats. Two of these, Dracula and Microcosm, will be for the Mega-CD and they're the ones we'll be looking at.

TALK BACK

We talked to CD development manager Ian Grieves about how he saw the future for CD and where Psygnosis would fit in.

Psygnosis came to prominence as the first company really to push the emerging 16 bit platforms. With CD appearing as the new technology Psygnosis seems determined to put as much into CD-style development.

Ian: "There are a lot of people out there with their eyes open and they know that CD is the medium of the future. As far as development goes '93 will be the year of the CD and if you're not plugged in you're in big trouble because it's not going to go away. CD ROM on its own as a technology has that 'I want to have it' appeal to it. I mean the last thing that had this lasting appeal was video recorders. What more can you ask for from a home device?"

Psygnosis' development method for CD gives it the flexibility which Ian believes will help it secure a place at the front of the field.

Ian: "I think other people in the industry are hanging back somewhat to see which hardware platform is going to take off. I sincerely believe the market out there is going to be so big that lots of people are in for a shock when it eventually stabilizes in around three years and the leaders emerge. In the meantime we've been developing the technology to cope for it, not for a specific destination platform though."

Psygnosis' pyramid-like development style also means that its investment is in CD ROM as a whole, not in specific platforms like Mega-CD or CDTV.

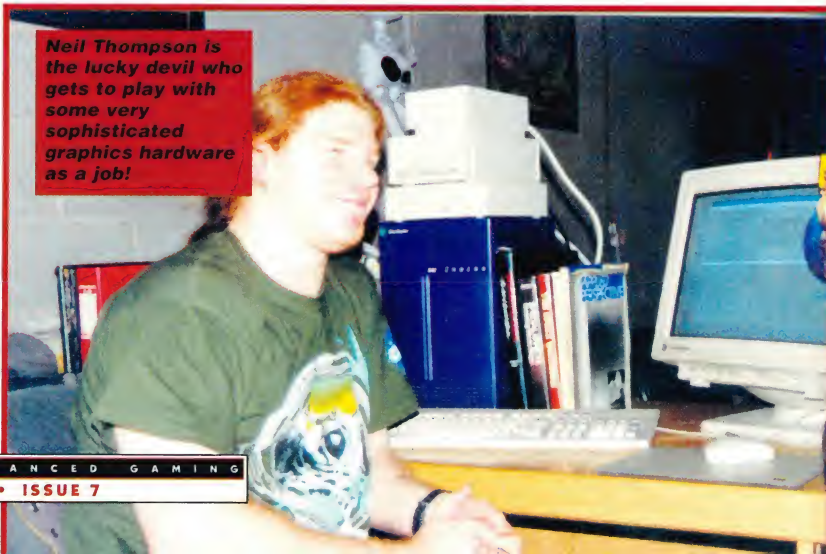
Ian: "We can say, 'OK this how we're going to do it, this is how we get to this point here and then this is how we channel it off to the individual target platform'. If one project drops away then we've lost a little but we're always ready to develop for the next one. Yes, if one of them does fail it's a shame but not much of a problem. We lose some of the flavours and obviously the more flavours there are the better it's going to be."

Psygnosis is investing heavily in CD ROM as a concept but only time will tell if it will emerge as one of the premier developers in the world. If Ian can do anything to make sure it does, he will.

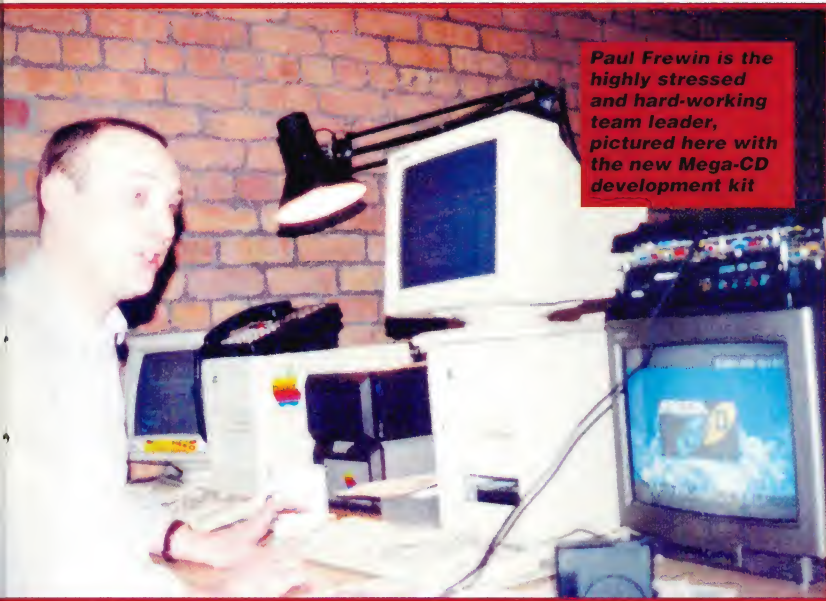
Ian: "We have our own particular niche area of it and we want to go forward and improve along with it."



Two other team members are Tony Parkes and Nick Burcombe



Neil Thompson is the lucky devil who gets to play with some very sophisticated graphics hardware as a job!



Paul Frewin is the highly stressed and hard-working team leader, pictured here with the new Mega-CD development kit



Mean, moody, magnificent. All these words, and more, probably won't be used to describe Lee Carus-Westcott, one of the many artistic talents behind the graphical extravaganza that is Dracula

BOY PEOPLE

IN THE BEGINNING...

Just like a film every stage of the game is storyboarded right down to the last detail. Planning is everything in a game like this

LEVEL 1			Picture	Text
S	T			
1	1			Level 1 commences with Harker in a Transylvanian forest. The first challenge will come from a wave of attacking rooks. The rooks have a specific attack pattern which can be understood by the user. The rooks must be attacked or avoided.
1	1			Following the rooks is an attack from 2 knife throwing gypsies. Harker must duck under the flying knives and punch the gypsies twice to vanquish them.
1	1			The final confrontation on the forest section is with a flock of bats. The bats swoop at harker's head and he must hit or avoid them to progress.
2	A			Harker now reaches the swamp, as he does so an anim of a wolf coming towards him (video footage) will be played.
2	1			Harker will now face a single attacking wolf in the swamp. Harker must defeat the wolf in unarmed combat to progress.

Number: 1



BRAM STOKER'S DRACULA

PREVIEW

Blood-sucking, late night partying, deflowering virgins – the life of a vampire isn't all bad.

Bram Stoker's Dracula is the first film licence that Psygnosis has ever done. You get the feeling that the company was waiting until it could do a film tie-in justice, shying away from the tired platform fare so often seen before, and waiting until the technology could really do something special. Seemingly this is the time.

Dracula will also be its first Mega-CD title, but the company is only developing it. The game will eventually be released by Sony Imagesoft, which after seeing some of the impressive demos Psygnosis has created during its research had little hesitation in signing the software house up.

LOOKING BACK

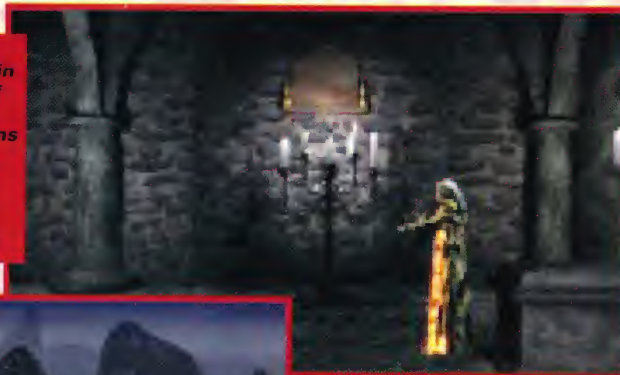
The game's approach exploits the current CD technology to the full. All the level designs are based on actual blueprints of the film's sets. These are then rendered using the impressive 25 grands worth of Silicon Graphics system. This piece of small, but perfectly formed, graphics hardware is the system used for the effects in Terminator 2, assorted award-winning animations and just about any special effect you care to name these days.

What this produces is a 3D rendering of the set in some 16 million colours and it is bloody hard to distinguish from the real thing.

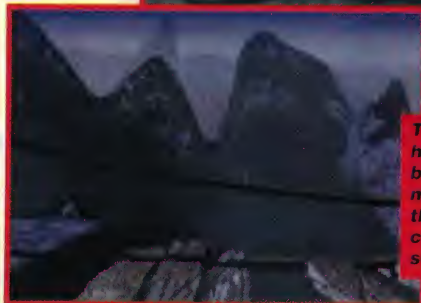


This is one of the rooms in which the game will take place

This little madam is in fact one of the incarnations of Dracula himself. Watch for the fingernails



The impression of depth and height from this game background is enough to give me vertigo. Unfortunately there will not be as many colours used on the Mega-CD so it won't look as good



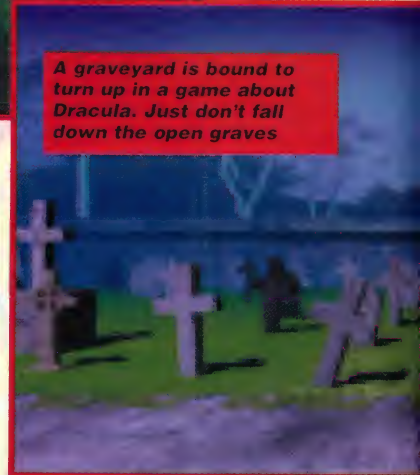
Once this has been designed animation frames are created for all the possible views of the scenery the game will need. By the time it gets to the Mega-CD it has a mere 64 colours, but it still looks brilliant.

What this gives the game is an authentic 3D background to every level of the game. As you move through it the perspective works completely and what you have is an

'infinite parallax'. One stage sees the play on a fragile rope bridge with the gorge beneath shrouded in mist. The feeling of depth here is remarkable, unlike anything attempted before. This can only be done with a CD ROM drive as a cartridge could never store all the information.

Even more graphical information is generated by the large

A graveyard is bound to turn up in a game about Dracula. Just don't fall down the open graves



number of animation frames for each character – the more frames the better the quality. These are generated by videoing live movements of costumed actors against a blue screen background. These videos are then digitized for use in an Amiga-based art package.

I VONT TO SUCK YOUR BLOOD

The blue of the screen is completely removed and all that's left is a complete character animation. The next part is to touch up and smooth these out for use in the game. The graphics produced by this process are of a better quality than the much praised Prince of Persia.

The gameplay is still in the early stages of development but what we have seen is the hero progressing through the various set-pieces of the film then facing a different incarnation of Dracula at the end of every level.

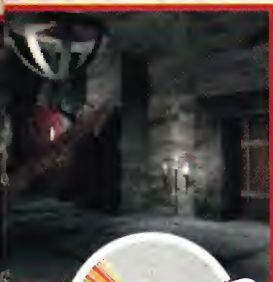
He'll be confronted by rats, bats and assorted slimy things that always turn up in horror films. Whatever happens though Dracula is going to be big, have more atmosphere than any previous film licence and show what the Mega-CD is really capable of. In short, it'll be ground breaking.

At this point any sensible person would probably turn back

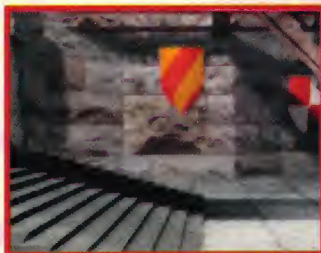


(Inset) The gatehouse is only a hint of what is to come after the evil woods

CULA



This is a shot of a level as it rotates, showing the full 3D level design



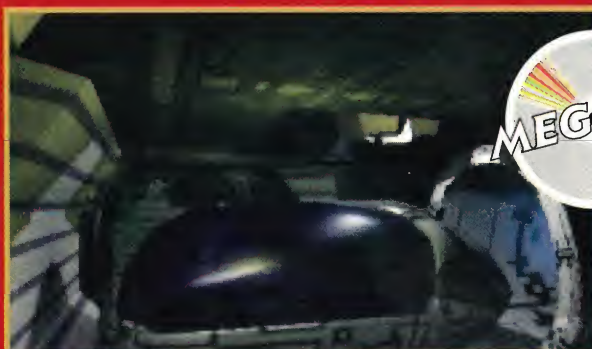
At this stage the sprites are still to be placed on the impressive backgrounds



Now that is a sunset for you!



Watch out, that sacrificial altar is meant for you!



This pod whizzes you around the waystation as you change to another style of craft



The middle of an artery is a dangerous place, you'll need to shoot rogue blood cells

MICROCOSM

PREVIEW

Fully powered up you embark on a fantastic voyage. Warning: It's not for the squeamish!

Inside the human body is an intricate network of tubes and passageways we are only just aware of. Microcosm will give you the chance to explore this other world in a miniaturized craft.

Exploration of the human body will be the theme of this game but your ultimate goal will be to save your host body from a number of diseases, not to mention a rogue craft that is trying to hunt you down.

There will be a piloting



Nearing the heart the currents get a bit tricky so quality piloting is essential

section where you will have to make split-second decisions as to which artery to zoom down. Sometimes you will have to chase the enemy ship and try to shoot it down. There will also be a section where you have to shoot dodgy blood cells.

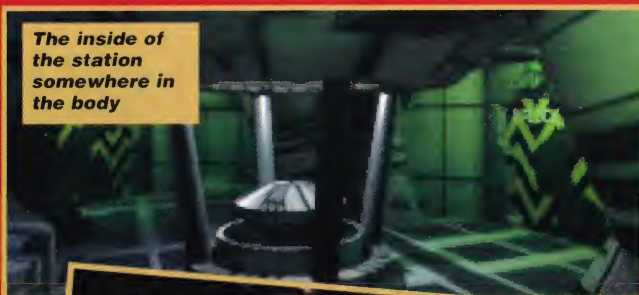
All the graphics for the internal parts of the body have been generated on the same

system as Dracula, giving the game a realistic moist look.

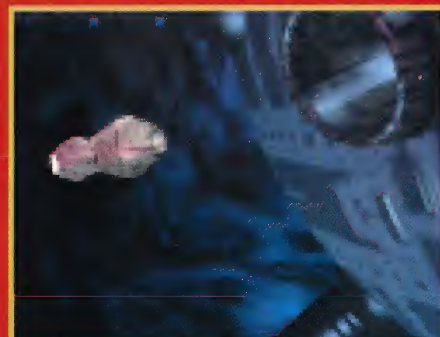
Some sections of the game will be like scenes from a film, you will have no control over them but they all look exceptionally good. In one a ship emerges from one of the large waystations, starts its engine and whizzes off into an artery. All the while the camera is moving round so the whole effect is incredibly impressive.

Microcosm will be available in late spring or early summer from Sony Imagesoft.

The inside of the station somewhere in the body



This is your craft being launched into the bloodstream



This, believe it or not, is somewhere inside the intestines

Gobsmacking graphics and great sound! Has Wolf Team, the guys responsible for Thunderstorm FX, pulled it off again?

MEGA-CD

Now remember, before embarking on an orgy of death and destruction always make sure your engine is warm

REVIEW

ROAD AV

With the official release of the Mega-CD in Europe just around the corner what should appear in the office? Yes, an official disk for this much fabled and talked about machine. This time it's not dogs from outer space or almost naked ladies travelling through time, but an honest to goodness driving game. Lotus Turbo please take a back seat.

The official UK release of Road Avenger, known as Road Blasters in Japan, should coincide with the launch of the Mega-CD itself.

In keeping with most contemporary things that come from the land of the rising sun (this is a Japanese game converted for the European market) the plot concerns two lovers. I could lie and tell all you lovely readers that Road Avenger breaks away from this Clint Eastwood spaghetti western-type storyline but I'm a good Catholic boy and would never dream of fabricating such a story.

DEATH YOU SCUM

According to the manual the game is set in the not too distant future where, in true Road Rash 2 style, law and order are breaking down, especially on the roads. Mr Cool and his woman run into a band of death on wheels –

bikers to you lot! Taking a dislike to Mr Cool the gang of unsavoury types decree that a spot of gratuitous violence is the order of the day.

One trashed car and dead wife later Mr Cool has dropped his nice guy act and turned killing machine. Our hero now becomes a fanatic in his fight against road crime and is accepted for duty with STOP (special task operations patrol).

The arch enemies of STOP are none other than SCUM (secret criminal underground movement) which is the group responsible for the death of his wife. Its members have also brought about untold death and destruction on the highways.

The animated introductory story, as expected, is a taste of what is to

come later. Superbly detailed animated cartoon-type graphics illustrate the fast sporty car zooming all over place, pulling off stunts our very own James Bond would be proud of.

SPEED MERCHANT

The game is split into nine stages, each of which comes complete with its very own hazards. Altogether the player has five lives and three continues to complete the game. Fail with this and it's all the way back to those lovely intro screens for another visual orgy.

The acceleration of the car is controlled by the computer, with the player making only the split second turning movements when yellow arrows flash on screen directing the car.

'Ere! D'you kill my wife? I'll 'ave you!

Aaaagh, I'm going to die!

Timing is all-important when you drive between two juggernauts in a sports car

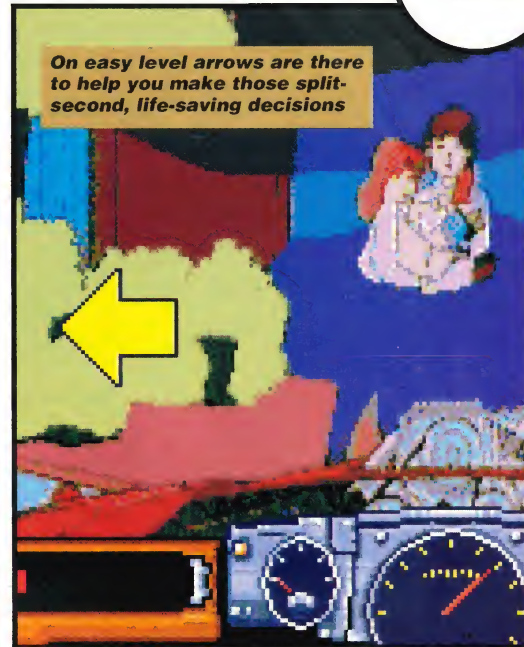
It's all over. You've killed her. You have avenged the death of your wife so you can now walk away looking moody



There she is, the baby that's going to redress the balance and make the world a safer place for one and all



On easy level arrows are there to help you make those split-second, life-saving decisions



WOLF TEAM

Sounds easy? No, it's not because the landscapes, other vehicles and car wrecking objects scream straight at the windscreen at breakneck speed.

If anyone out there is feeling very foolish, the choice of playing the game with all the computer prompts off is available. So if crashing cars is your thing then this is most definitely the option for you. Not surprisingly this is entitled 'hard option'. Believe me when I say, it is bloody difficult!

Not content with this Wolf Team has decided to leave the function of braking and operating the turbo to the poor old player. When either of these should be used a message flashes over the top of the screen. If the command is not carried out in a

second – sometimes a faster response is required – it's the big scrapyards in the sky for the very expensive piece of car technology.

The player views the action as if sitting in the driver's seat, looking through the windscreen. The first stage consists of accelerating straight down a small road in speedy pursuit of SCUM members.

After destroying the first members of the gang, an urban shopping centre complete with bystanders is the next place that the outlaws appear. Dodging pedestrians and driving through hotel lobbies is some of the fun that can be expected on this stage.

The graphics are phenomenal, from the hotel windows shattering, down to the expressions on the faces of the terrified bystanders.

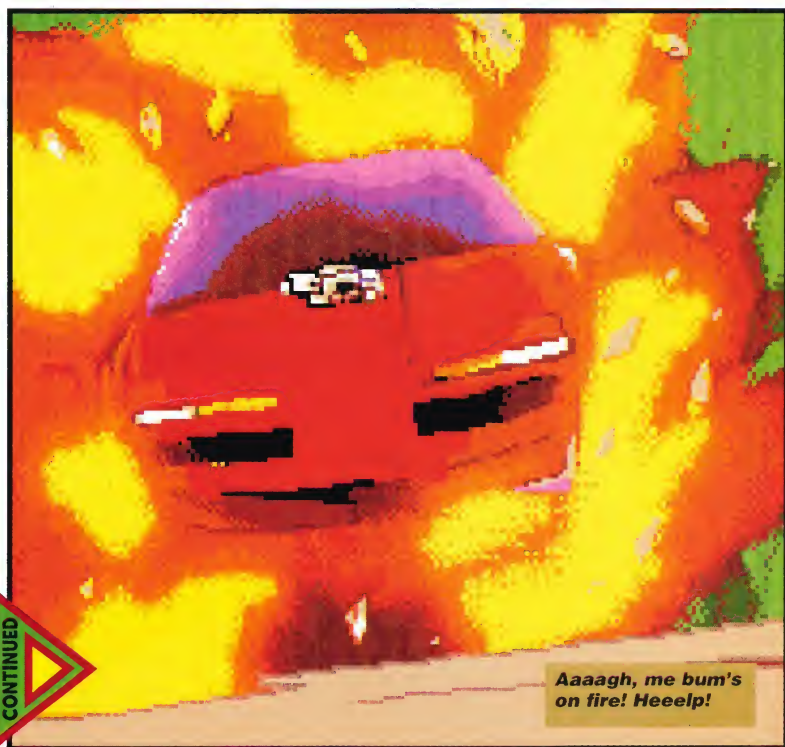
SEX ON WHEELS

Wolf team has improved on the graphics witnessed in Thunderstorm FX, with lots more detail being evident. Especially noteworthy is the 360 degree scrolling meaning the illusion is given of the car spinning around completely.

With the game being recorded on CD format the soundtrack has been digitally recorded and as you would expect it's simply brilliant. From the screaming of the brakes to the explosions of SCUM vehicles, everything is mind-blowing. In my book this certainly adds to the overall realism of the game.

For the past couple of pages I have heaped the compliments on Road Blasters, unfortunately there is

Driving along harbour walkways isn't the safest of routes for your average driver



Aaaagh, me bum's on fire! Heeelp!

CONTINUED

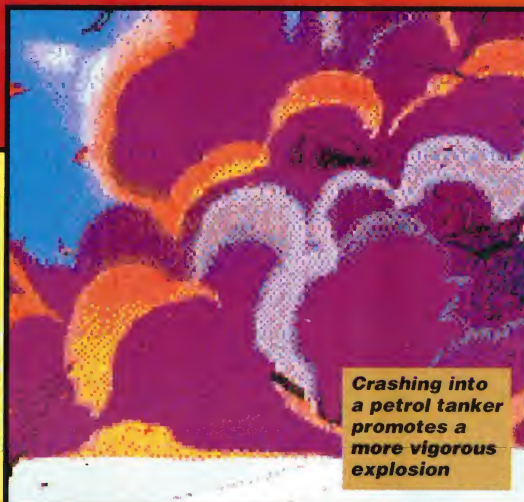
MILLIONS OF WAYS TO DIE

Wolf Team's CD games are notorious for the number of spectacular deaths. This one is no exception...

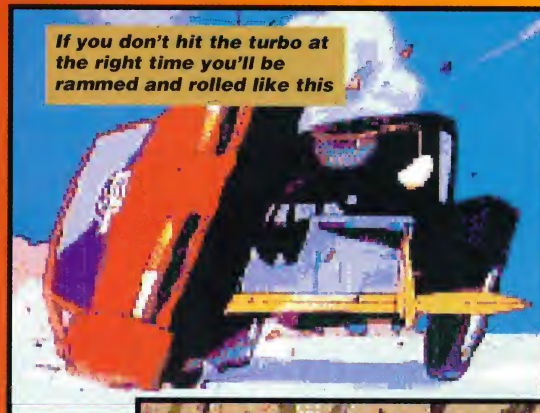
This is your standard death animation - a basic cock-up



Crashing into a petrol tanker promotes a more vigorous explosion



If you don't hit the turbo at the right time you'll be rammed and rolled like this



Crushed by a falling boulder is a sad way to go



Fail to make that left turn on the beach and it could all go horribly wrong



Smack! Right into the side of a cliff! I should have hit that turbo button methinks



The city centre - and death - is marked by nothing more than a plume of smoke and a traffic jam



Having expertly dodged the out of control petrol tanker it is now time for the dramatic end-of-level sequence, straight out of a James Bond movie



some bad news. Despite the fast moving graphics and the magnitude of adversaries that appear on screen at any given time Road Blasters still suffers from the age old dilemma, the lack of any real challenge.

The first time around it will blow your mind, but by the third attempt it is simply a case of remembering where the arrows will appear on screen and when to use the turbo and brake. Unlike Time Gal, the different

scenarios appear in the same order each time you play which reduces the lastability somewhat.

This problem seems to be the scourge of the large percentage of games so far available for the Mega-CD and we can only hope and wait that a CD packing a real decent difficulty factor appears. If not, come easter Sega could have some rather embarrassing egg on its face.



GERRY

MEGA PANEL



SCORES OUT OF 10

DRIVING SIM

ROAD
AVENGER

ONE PLAYER

OVERALL
SCORE

70%

GRAPHICS 9

SOUND 9

PLAYABILITY 8

DURABILITY 4

UPPERS DOWNERS

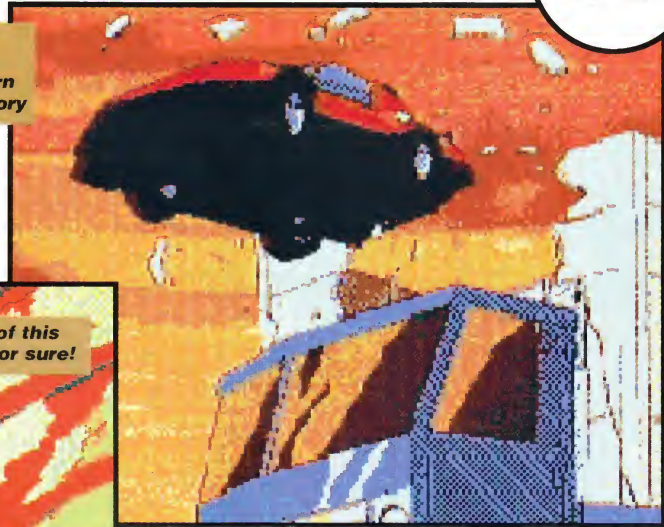
- Excellent graphics
- Great sound
- Break-neck speed action

- No happy medium, it's either too difficult or too easy



Exit swiftly from a car transporter ramp, then land, pull a handbrake turn and everything's hunky-dory

Traffic being what it is these days means even the storm drains get congested



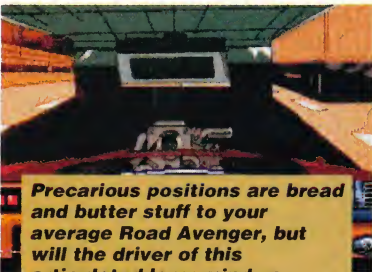
No one gets out of this one alive, that's for sure!



You go out for a quiet drive in the country and before you know it six combine harvesters are doing their best to mow you down



Roll out the barrel...geddit? Oh never mind



Precarious positions are bread and butter stuff to your average Road Avenger, but will the driver of this articulated lorry mind us driving underneath?



So there you are just chasing a 1000cc motorbike up a flight of stairs and people start getting annoyed. Tut! Petty innit!

NON-STOP ACTION

Road Avenger is a continual stream of action, tension and split-second decision making. This sequence gives an indication of how quick it all is.



2 ...But you'll need to go hard left to avoid hitting the cliff...



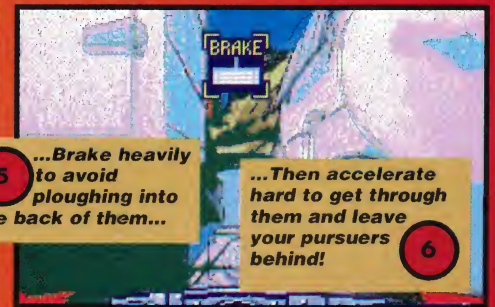
4 ...Quieter now, but it may get tricky up ahead...



1 You just avoid this head-on collision steering right...



3 ...Then it is straight into another near miss



5 ...Brake heavily to avoid ploughing into the back of them...

6 ...Then accelerate hard to get through them and leave your pursuers behind!

After Burner III is yet another one of those games that Mega-CD owners have been looking forward to for absolutely ages. Is it better than the feeble cart based attempts?

AFTER BURNER III



REVIEW

The series of After Burner games in the arcades have been consistently stunning. By staying on the leading edge of the technology of the time, Sega's arcade division managed to create a fast action combat experience.

Unfortunately, due to the limitations of the home based games systems, every time a conversion was attempted something went terribly wrong.

The original Mega Drive version of After Burner was really quite foul. The graphics were slow and blocky and the gameplay did nothing to compliment the arcade original.

After Burner II (released about 18 months ago) was an attempt at impressing people with a much more advanced graphics system and more detailed sprites. Unfortunately, this version of After Burner was yet again

a dismal failure as it was quite phenomenally easy.

With the release in the arcades of G-LOC in 1991 a new After Burner game was added to the series. This snazzed up the graphics yet again and gave the player an in-cockpit view of the proceedings. If the Mega Drive couldn't cope with the earlier game, is it feasible that a conversion of G-LOC would be horrific?

G-LOC

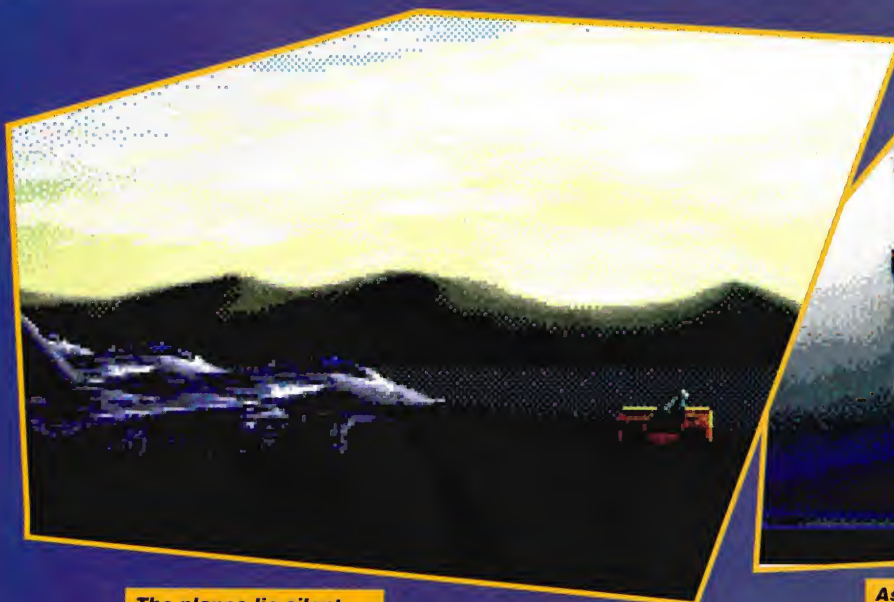
After Burner III for the Mega-CD is actually a reasonable conversion of the latest Sega shooter. Not to be

confused with the upcoming cart based version of G-LOC, this uses all of the enhanced graphics techniques available for the Mega-CD including graphics rotation and scaling as well as all the flash digital sounds you'd expect from CD.

The concept of the game is simple. You get in your F-14, take off and proceed to blow the crap out of anything that gets in your way. It's then on to avoid the enemy fire, dodge the odd missile or two and then eventually reach the friendly aircraft carrier

CONTINUED

INTRODUCTION TO BATTLE



The planes lie silent until dawn...



As the planes are fuelled and prepared for flight, the weapons systems are activated ready for battle

ZOOM! ZOOM!

It's smooth and slick and probably the most impressive graphic in the game



The scaling as your view zooms into the plane's cockpit is really quite impressive



Each time you are attacked from behind your view changes to the more familiar After Burner style 'behind the plane' view

GA-CD



Taking off from your home base you embark on what is a phenomenally easy and crummy looking mission



Good luck! This graphic is virtually identical to the screen in the arcade version of G-LOC



The enemy just hasn't got a clue! It just lines up ready to be shot down



As the plane sits on the runway it fires up its afterburners ready for take-off



As the plane takes off you are given a brief demonstration of the Mega-CD's rotational facilities

AT THE CONTROLS

Your air speed indicator isn't the clearest instrument on the console

The screen on the left indicates your damage level



The afterburner gauge shows the power your engines are using

The artificial horizon is a bit pointless really

The HUD simply helps you aim your targeting system

The radar show you very roughly where your targets are

The enemy planes can get a little too close for comfort. Kick in the afterburner to get away



When a missile comes in from behind your only hope is to try and nip about as fast as possible to shake it off

which lies at the other end of your mission.

The game is viewed primarily from inside the cockpit of the plane. You have full control over the plane's movements and all you have to do is point the plane at a target and fire. You seem to have an infinite supply of guided missiles at your disposal for long range stuff, and you have a perpetually firing cannon which is good for the close up scrapping.

If, by some freak of chance, one of the enemies slips through your impressive array of defences and gets behind you, the view will shift momentarily to the more familiar After



Your guns fire automatically so you don't have to worry about too many things at once

Burner style view of just behind your plane. Here you'll be able to see your pursuer and avoid his fire.

The gameplay does very little indeed to impress the fact that this is a

CD based game on you. Admittedly the graphics move at break-neck speed but it's hardly in Cobra Command territory in terms of presentation.

ODDS 'N' SODS

To be honest, the basic workings of the game are quite disappointing. As you'd expect though, in order to fill up the space on the disc Sega has bolted on a lengthy animated intro showing your plane being kitted up before take-off. There's some reasonable animation and a few fancy sounds but that's about it. Is this at all impressive though? No.

It seems such a waste of a bloomin' good game really. The

Mega-CD unit has more than enough power to create a decent version of G-LOC, but this has been let down by some shoddy development.

The single most embarrassing fact about the game is that the only distinction between the different levels is that the sky and ground change colour. No fancy valleys and mountain regions...nope, you just get a slightly different coloured background with a different indescribable object duplicated across it to give some idea of forward motion.

The only significantly varied section of the game is the part where you embark on a brief ground assault and even this looks awful! In the arcade version ground

MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP

AFTER BURNER III

ONE PLAYER

OVERALL SCORE

41%

GRAPHICS 5

SOUND 6

PLAYABILITY 4

DURABILITY 4

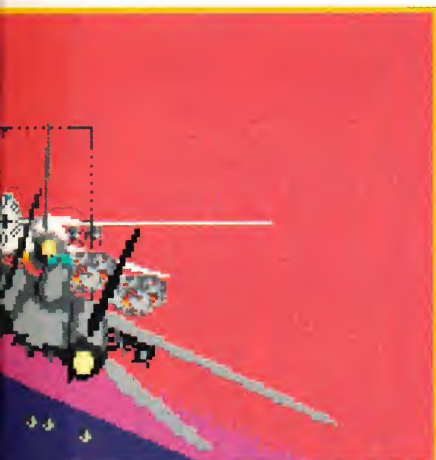
UPPERS DOWNERS

- Demonstrates the graphics scaling well
- Fast and smooth action
- Sound is good quality

- The gameplay is dreadful
- It's a pathetic conversion of a classic



A red target means that your fire-and-forget missile system is locked on and ready. All you need to do now is press the fire button and zoom off somewhere else



The enemy aircraft are actually quite detailed when you see them close up. The sprite scaling seems to work very well



A whole wing of enemy jets head in for the attack. Aim up on the first one and set off a missile on each one - doddle

attacks involved either blasting at ships or taking out desert based encampments. Here you fly over flat ground blasting at one of three different types of enemy. It's bloody awful.

ANOTHER POOPER?

Yet again a Mega-CD game fails to live up its potential. Considering the hype that this particular game has received around the world it's decidedly below average. It's fast, but who cares if there's practically no gameplay? A 3D shoot'em-up really ought to look astounding on the CD unit, but developer CRI has made an almighty balls-up with this.

If you're a fan of the arcade

original this is probably the closest a home version has ever come, but that's not to say that it's any good. It makes past cart based versions of After Burner look silly, but that's not exactly hard is it?

My best advice is to avoid this. To be honest I can't quite understand why Sega is intending to release such a crap game at the same time as the Mega-CD. It would seem more appropriate to release titles that are reasonably impressive to start with and then release the pap later when all of the hype has worn off. Never mind, I suppose you have to take the bad with the good.

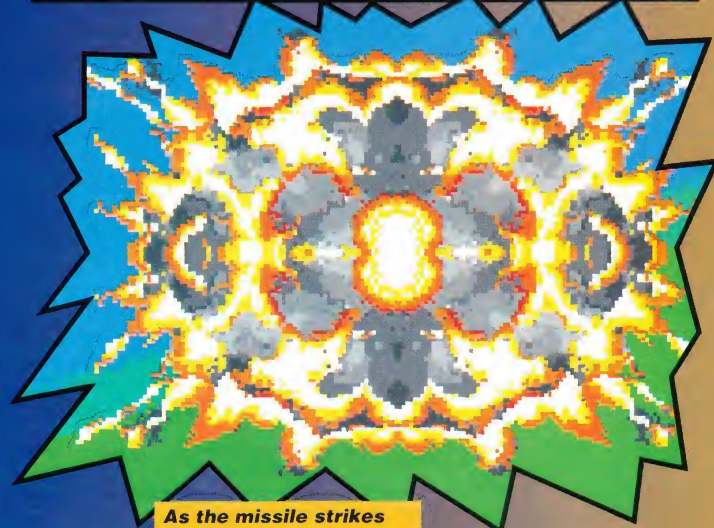


JOHN

WHOOOPS...



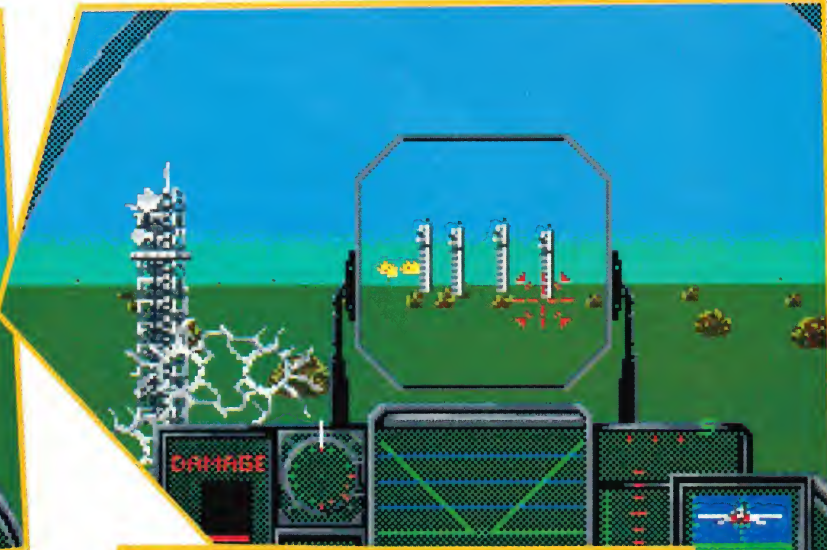
Good grief that missile's a bit close. Eek, I can't get out of the way...



As the missile strikes your F-14 erupts into a ball of flames



Arrghhh! I'm hit. Isn't it clever that the enemy can aim so precisely so that the bullet holes run right across the window?



Attacking the towers on the ground is really quite stupendously easy. Just move left or right and keep firing your missiles

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MARCH '93

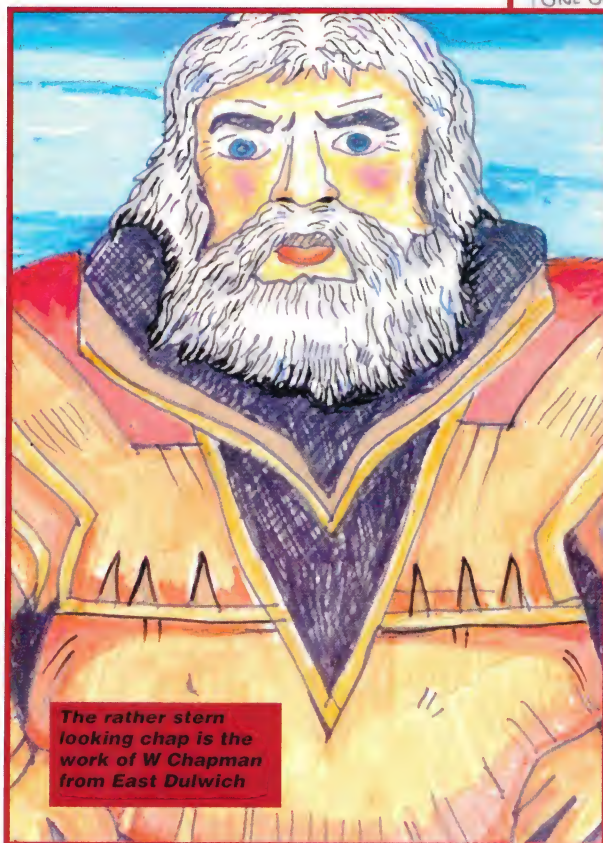
YOU ARE A WINNER

Well done to all the super readers who sent in the superb artwork for our 'Is Santa Past It?' compo in issue five. The response was overwhelming to say the least and the standard was very high all round. We're sorry that everyone who entered couldn't win a prize, but either you've got it or you haven't! Who knows next time...

The responsibility for the winning piccies lies with the art staff, so any complaints should be addressed to either Jon Ross or Stephen Lindley. Anyway, here are the lucky few.

The five winners of the 'ultimate control package' are: Chris Pearson, Bolton; Mark Alexander, Folkestone; W Chapman, East Dulwich; Paul Sinclair, Belfast; Shane Mallet, Bournemouth.

Spare some change for a cuppa and a carrot for the reindeer please guv?
Chris Pearson

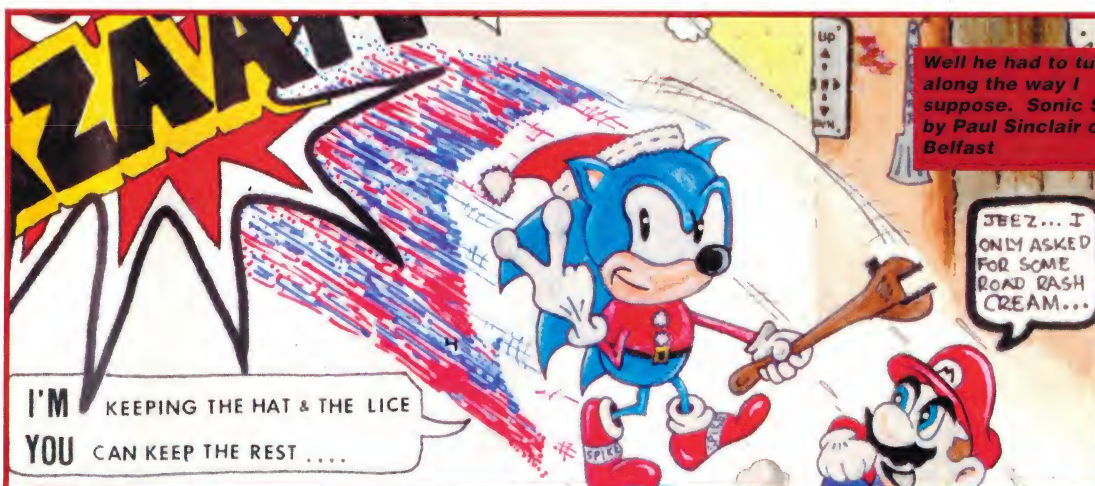


The rather stern looking chap is the work of W Chapman from East Dulwich



Rave on there
Mark Alexander

Not this character again. This time the artist is one Shane Mallet from Bournemouth



Well he had to turn up along the way I suppose. Sonic Santa by Paul Sinclair of Belfast

The five not-so-lucky-but-you've-won-a-controller-anyway runners up are: Delroy McDowell, Birmingham; Angela Baldaro, Dorking; Christopher Wilkinson, Warrington; Jason Lennard, Oxtun; David Plaice, Purley.

Well thanks again to everyone who entered and better luck next time.

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DO NOT ADJUST YOUR SCREEN

If you read last month's mag you probably noticed something funny about the last pages of both Streets of Rage II and Super Shinobi 2. Well, we've now got John to take his medication again and as a result he's back under control. So here are the 'real' last pages of both reviews. Enjoy!



MEGA PANEL

PLATFORM

SUPER SHINOBI II

ONE PLAYER

OVERALL SCORE

93%

SCORES OUT OF 10

GRAPHICS 8

SOUND 9

PLAYABILITY 8

DURABILITY 9

UPPERS

- Excellent animation
- Wide selection of moves
- Superb sound

DOWNERS

- Some of the moves are difficult to access

SUPER SHINOBI II

The ninja magic is an especially useful feature. Working like a sort of martial arts smart bomb you can activate any one of five different spells to try and help you when you get in a tight spot. Fireballs, huge blocks of ice and lightning bolts are all available for a limited period to clear the screen and give you time to escape.

The game isn't all about just running around and hitting people though. There are some really huge levels that must be explored in order to annihilate the Neo Zeed. You'll find yourself travelling through the city streets, dashing around buildings, crashing about in the jungle wastes and spelunking in the strange underground caverns.

REVENGE OF THE NEO ZEED

The one thing that really shines through with Super Shinobi II is the gloriously high quality of the whole thing. I must admit to being quite a fan of the original and I'm more than

pleased to say that this is a phenomenal improvement.

Graphically the game has been improved tremendously. The sprites are all large and smoothly animated and some of the parallax backdrops are really wonderful. The end-of-level guardians are especially noteworthy.

Sonically the game also has some hot spots. The tunes are all moody and driving, with some excellent sampled voices to help them sound all the more impressive. On top of this there are also some brilliant passages of sampled speech as the Neo Zeed leader cackles and abuses you.

Overall it is certainly one of the best games to come from Sega in quite a while. It's got everything that a platform game nutter could want. Huge levels, some wicked bad guys to mangle, loads of power-ups and tons of moves to figure out. It's worthy of a Climax award and you should take the time to check it out.



JOHN

STREETS OF RAGE II

Each of the characters has at least 20 moves available including a number of fancy special moves and attacks. For example Axel has a rather splendid dragon punch-type thing and Max has a variety of wrestling moves including pile-drivers and spinning clothes-lines.

NOW EVEN BIGGER

One of the most obvious things about Streets II is that the characters are considerably larger than in the first game. Axel and Blaze are reputedly 150 percent bigger whereas Max is actually larger than all of the guardians in Streets of Rage! The only short-arse is Skate, but he has a legitimate excuse only being a nipper.

To go with this new 'bigger is better' philosophy we have a much larger game with more levels and sub-levels to keep you occupied. In all there are eight rounds to be played and these begin downtown, in a level looking virtually identical to the first level of Streets of Rage.

From this point you'll work your way over a bridge, through the amusement park and the football stadium and finally end up at the enemy HQ.

It is obvious that a lot of ideas have been lifted from other classic beat'em-ups. There are a number of

elements that look very much like Final Fight whereas the most obvious bits are nicked straight from Streetfighter 2. Zanza is the first most obvious copied element.

To say that Streets of Rage II is the best beat'em-up on the Mega Drive may seem like a heady claim but with its 16 Mbits of action there can be no doubt that it's the best.

Graphically the game is streets ahead of the competition and it really does make the original game look a bit silly. The sprites are huge and the parallax backdrops are slickly presented.


Sonically the game is also of the very highest quality. The chap who produced the Enigma-esque tune for the first game has returned to produce 10 new tracks which vary from stonking rock tracks to some very 808 State-ish type stuff.

In terms of gameplay Streets of Rage II again manages to annihilate the competition. There are loads of levels, numerous bad guys and a plethora of bonus weapons and items to be collected.

If you liked the original, you cannot fail to adore this. It is the king of the Sega beat'em-ups.



JOHN



MEGA PANEL

BEAT'EM UP

STREETS OF RAGE II

ONE/TWO PLAYER

OVERALL SCORE

91%

SCORES OUT OF 10

GRAPHICS 8

SOUND 9

PLAYABILITY 8

DURABILITY 8

UPPERS

- Great graphics
- Superb sound and music
- Great improvement over original

DOWNERS

- Only comes into its own as a two-player game
- Little originality



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and five Virgin games. Game Gears are those groovy little hand held things that mean you can play Sonic on the bus as well as at home. But if you so desire you can have a Mega Drive instead.

VIRGIN TERRITORY

We've got five runners-up prizes of assorted Virgin titles, Mick and Mack, Mega-lo-Mania, Another World, Mohammad Ali Boxing and so on.

All you have to do is to tell us the name of the McDonald Corporation's company mascot. Is it...

- A: Vegan**
B: Free Range
C: Ronald

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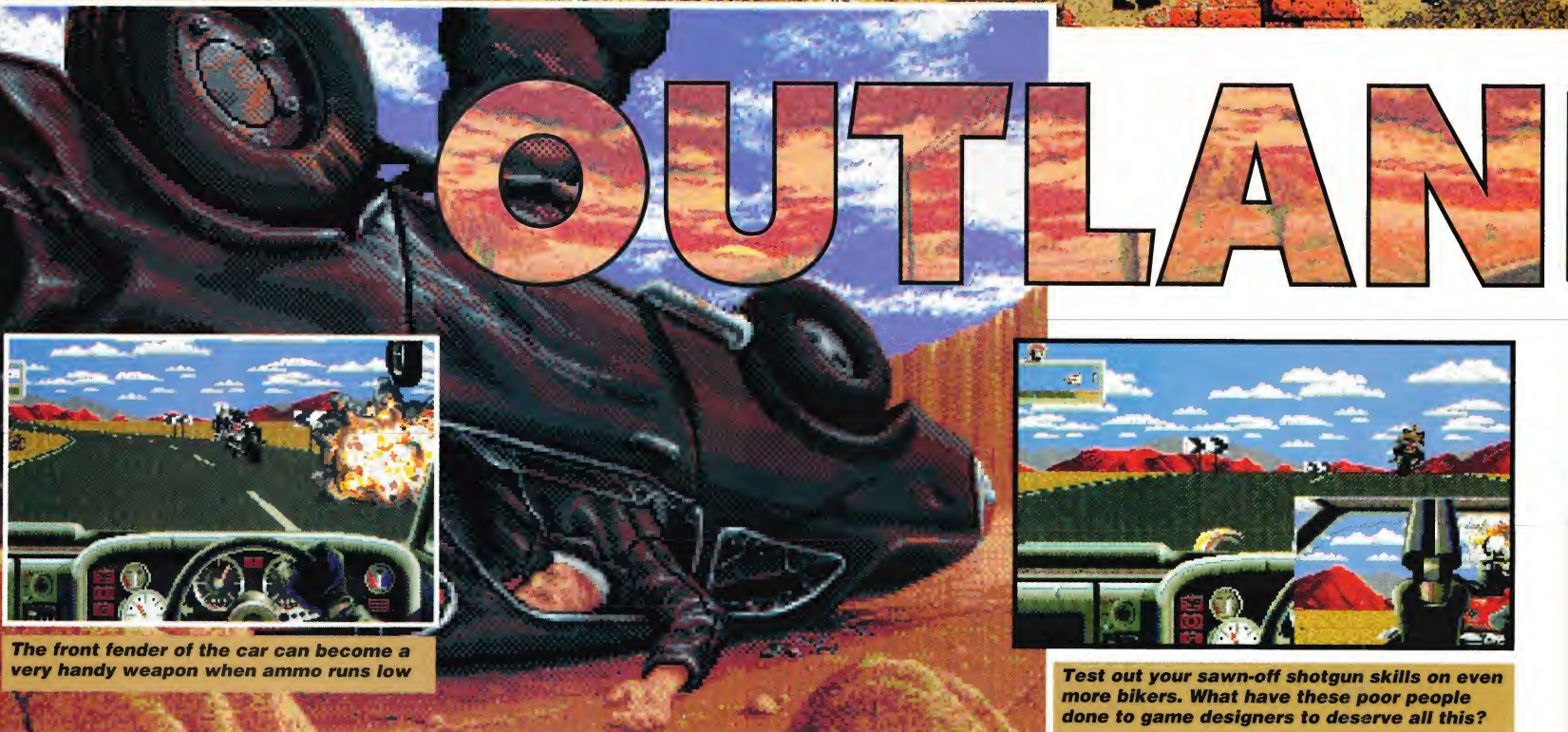
Get your entries to us by 28 February 1993.

To celebrate the release of Mick and Mack: Global Gladiators, Virgin is having a give-away. As a condition of giving us this stuff, Virgin wanted us to tell you how Mick and Mack features two young whippersnappers determined to save the globe from pollution, corruption and big green lumps of slime.

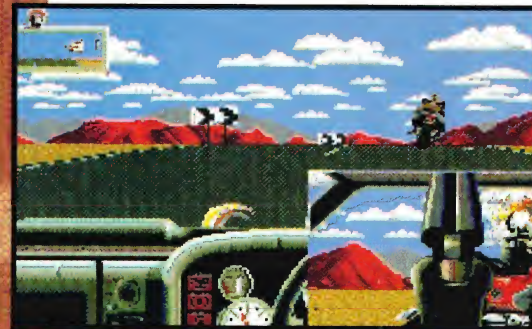
It also wanted us to tell you how this has to be one of the best platform games we've seen for a long time and if you don't go and buy it then you're silly. But we stuck to our guns and refused!

The lucky winner will have a choice of either a Game Gear and five Virgin games, or a Mega Drive





The front fender of the car can become a very handy weapon when ammo runs low



Test out your sawn-off shotgun skills on even more bikers. What have these poor people done to game designers to deserve all this?

REVIEW

A

game bearing the name Outlander, I know this storyline because I've seen a movie of the same name. So I guess I'll have to run around the Moons of Jupiter extinguishing evil types. This definitely sounds like loads of fun.

Hold on a second, this doesn't look like Jupiter's moon, or for that matter any moon. It's more like a desert with a long road running through it, stretching into the horizon.

Ah, now I understand, it's a Talking Heads video, but wait a minute here come loads of bikers throwing grenades at me. Now I'm in a car looking out. Gosh it's a rip off, this is a copy of that fine game

Could this be a new violent racing game which is able to compete with Road Rash 2? Somehow I don't think so.

Road Rash 2. I expected better things from Mindscape.

APOCALYPTIC NIGHTMARE

Not wishing to break away from the established practice of a nice little story, Mindscape's game takes place after the nuclear holocaust where water is the most prized asset.

Scientists have managed to produce a synthesized copy of water. However this has fallen into the hands of Dusty, the top dog in Australia. So the UN has sent their best man, the Outlander on a rescue mission. Did someone say Mad Max?

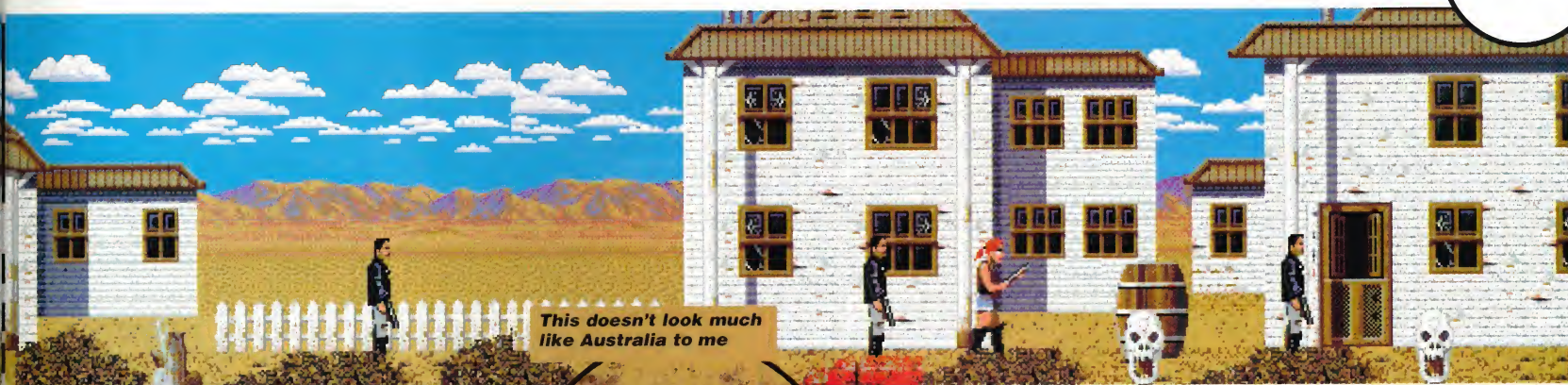
Taking on the role of the Outlander it is now down to you to rescue the doctor and the formula. The game has 28 levels to complete

with the climax being a confrontation with Dusty in the province of Trumtown.

To get to the final destination the player must drive through hundreds of miles of post nuclear war landscape, killing Dusty's men and knocking helicopters from the skies as they attempt to blow your car from the road.

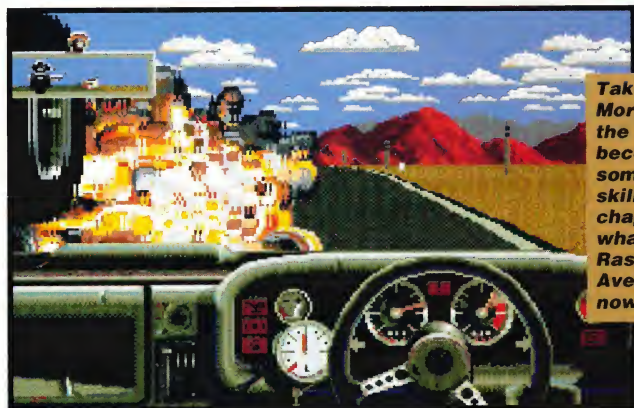
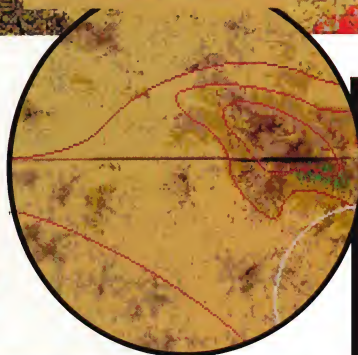
The car driven by the Outlander has a large selection of weapons to choose from when he runs into trouble. Two front mounted machine-guns should be all you need but they seem to inflict only very limited damage on the speeding bikers.

The other option is the shotgun. This is used when the baddies manage to zoom up to the side window. A large box appears on screen containing the gloved hand of



This doesn't look much like Australia to me

DER



Take that scum! More bikers hit the dust. I'm becoming somewhat skilled in killing chaps on bikes, what with Road Rash 2, Road Avengers and now Outlander

the Outlander holding a shotgun and a fast shot here will send the villain straight off the road.

ROUGH STUFF

Not all the action takes place on the road. In order to pick up supplies the Outlander must walk round small towns filled with thugs on motorcycles, a blond bint who insists on shooting at you and large bald men who love to do nothing better than kick the shit out of you. It's very reminiscent of the ancient Amiga game Techno Cop.

The graphical content of this section of the game has to be seen to appreciate how bloody awful it is. What year is it? The designers at Mindscape seem to be stuck somewhere around 1985. What on earth were they thinking about when they included this section of the game. God only knows.

The concept of Outlander is something that seems promising but fails to deliver. In all fairness the driving sequences are competent, but the overall game just did not do anything for me. Better luck next time.



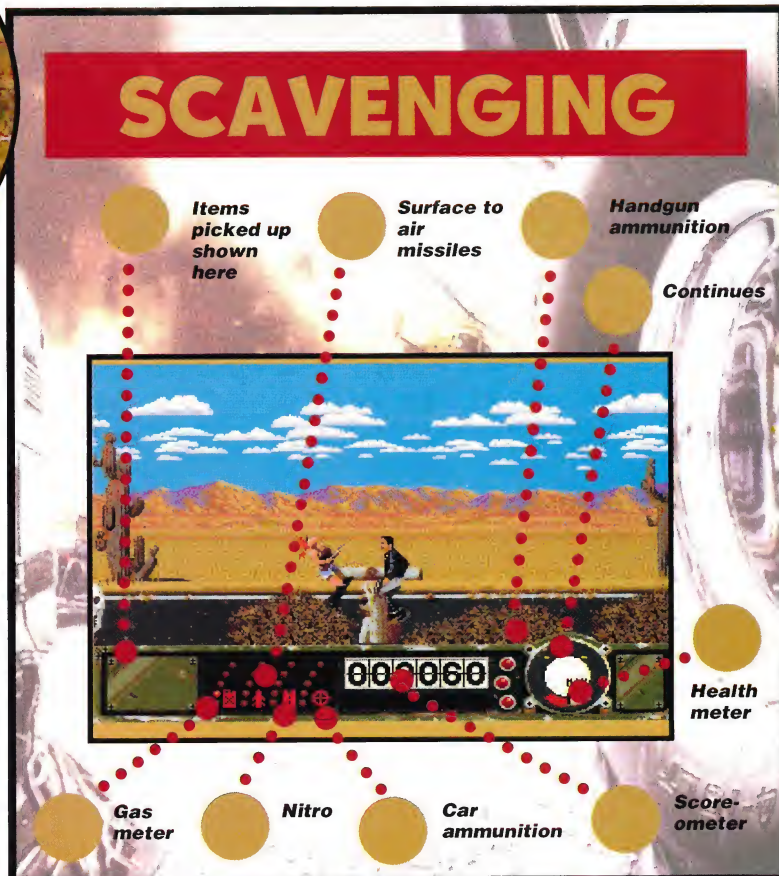
GERRY



The main machine-guns tend not to inflict too much damage...erm, well sometimes they work



See what I mean about game designers and motorcycles. All this chap was guilty of is driving too close to my back bumper



MEGA PANEL

DRIVING SIM

OUTLANDER

ONE PLAYER

OVERALL SCORE

41%

SCORES OUT OF 10

GRAPHICS	6
SOUND	2
PLAYABILITY	3
DURABILITY	2

UPPERS

- Scrolling moves quite fast for Mega Drive
- It's fun shooting bikers

DOWNERS

- No lastability
- Walking section dreadful
- It's boring full-stop

ALAN O'CALLAHAN

The first person to be cornered was Alan O'Callahan from Leicester. Alan told me "I'm looking forward to the release of Street Fighter 2, I've never actually played it but it comes highly recommended by my son". What did Alan know about the Mega-CD? "Well, not too much, only snippets from console magazines. However it is something that I imagine I will upgrade to eventually." Well this looks promising, the general public have actually heard of the Mega-CD!



OOP YER WAY

The relative sanity of the HMV store in Leicester was the stop for MAG on the road. Street Fighter 2, the imminent release of the Mega-CD and the Sega Menacer were all on the agenda this month.



PAUL

This is Paul from Corby. Paul responded to our interrogation with this long answer, "I don't actually own a console but if anybody out there knows me feel free to buy me one. The Menacer thing is something I wouldn't use, preferring games such as Sonic and RPGs myself. I've played Street Fighter 2, it's nothing very impressive". Let's hope the chaps in the marketing department at Sega take this with a pinch of salt.

This month: HMV, Leicester

FLOOR MANAGER Steve

Games floor manager Steve had a few words to say to us. "This store introduced video games sales last October and since then the best selling games have been the John Madden football games and Sonic 2 - just the obvious big names. Since we split the Menacer pack and sold them individually they are really flying out. The Terminator game designed for the Menacer has been rather disappointing sales-wise, however only time will tell." Any enquiries on the Mega-CD? "Yes, quite a few, we can only pass on what we know as and when we receive facts though. I think it will definitely be the future of console games. Rig it up to the stereo and away you go." Thanks for all the help Steve and good luck for the future.





MAL POLLARD

Another native of Leicester is Mal Pollard. Mega Drive owner Mal stated "I don't think I would buy Street Fighter 2, I'm a student so money is a bit tight". What did Mal know about the Mega-CD? "Not a lot, to tell the truth. I can't see myself forking out the money for it though, my Mega Drive does me fine." On the Menacer Mal said "Nah, not really my thing so it would just result in more money wasted". It's a hard life isn't it!

DEAN PHILIP

MAG reader Dean Philip from Leicester was accosted when examining the Menacer. "Yes, it looks quite interesting, I'm thinking of getting one in the near future." Dean being a MAG reader must know all about the Mega-CD. "From what I've read in your magazine it looks as though it's going to be the next big thing for gamers, what with better graphics and the gameplay improved I'm keeping my eye on developments especially with the UK version being released very shortly." A man in the know.



ANDREW MASON

This man told me that "Yes, I've heard quite a bit about the Mega-CD. In fact I'm thinking about buying one when it is available on official release. The Menacer thing is also something that interests me too, I've seen it a few times and it looks quite good. When a few more games are released a purchase is on the cards". What about Street Fighter 2? "Maybe." Well thank you Andrew.



BEN PEPPER

Next in the firing line was Ben Pepper all the way from the Big Smoke. "The Mega-CD is something I don't know a great deal about, can't see myself buying one though." Would Ben be prompted to shell out for a Menacer? "Not at the moment, most mags I've read give the impression most of the games aren't up to much." Is a copy of Street Fighter 2 on the cards? "Not for the Mega Drive, I own it already for the SNES. Still, I hear it's the championship version that's being released on the Mega Drive, that's supposed to be a lot better than the standard thing we've already got on the SNES." Nintendo fans beware!



IAN FOX

This young man is one Ian Fox from Leicester. Ian pleaded ignorance when it came to subject of the Mega-CD. "I've only recently bought my Mega Drive so I'm not even sure which games to buy. What is this Mega-CD thing? It's not better than the Mega Drive is it?" Enough of this folly, had Ian used a Menacer? "Actually yes, one of my mates has one and the Terminator game. It's quite good, but the batteries run out too fast and the game is very difficult too." Was Ian thinking of buying Street Fighter 2? "Yes, it's one of the reasons I bought a Mega Drive, the SNES doesn't have enough games so when Street Fighter 2 was announced for the Mega Drive I thought, nice one." Cheers Ian.





LOTUS TURBO CHALLENGE



Having a bad time trying to reach all those later levels? Well, fret no more here are some lovely jubbly level codes...

Level 2: SLEEPERS
Level 3: HERBERT
Level 4: APPLEPIE
Level 5: BUSINESS
Level 6: MALLOW
Level 7: STANDISH
Level 8: TEA CUP

GALAHAD

To make the game very boring and easy enter **LTUS** as a password on the options screen. Guess what it gives you? Yup, infinite lives. To cheat even more press **ABC** and **Start**, to leap to the next



Welcome again to the little section of the mag we all pretend not to read. It's tip, hint and cheat time again. What have we got for you?

Metamorphose the canine pain in the arse to something resembling Superdog by using the following codes in this supremely irritating game:

Planet Weird: Reeves
Scrapyard: Ankles
Planet Rainu: Woopie
Dogsville: Mystic
Loony Moon: Ledzep
Planet Fossin: Pixies.

WONDERDOG



TAZ-MANIA

Well knock me down with a feather, if it isn't our resident simpleton Mark Unpronounceable Name from Wakefield. Apparently between bouts of sanity Mark works out cheats for games. This one's for Taz-Mania. Hold down **ABC** and **Start** on joypad two, then listen for a ring (told you, the guy's seriously deranged). Start game then pause, now press **ABC** to skip levels then unpause. Now press **B** and unpause again for invulnerability, or **C** for the level select screen.

DAVID ROBINSON'S BASKETBALL

More basketball frolics. This time it's with that man Dave Robinson. To score baskets or dunk like the great man himself enter **HBCDEAYU**.

SONIC THE HEDGEHOG 2



This cheat enables you to start a new game but keep the emeralds left over from the previous game. Some may say this is cheating and not in keeping with the spirit of fair play which we British are world famous for. But this is a cheat page so do you really expect anything else? Sorry about that, now back

to the cheat. Simply play the game and collect some chaos emeralds, reset the game, head straight to the options screen, highlight player select and press button **A**.

Press **Start** to begin the game and when any special stage is entered the previously collected emeralds will re-appear.

SHADOW OF THE BEAST 2

Another cheat for anyone out there using an Action Replay Cart. For infinite energy use the following code FF22390080. This is in effect a infinite lives cheat.



TEAM USA BASKETBALL

Yet more codes for this oversimplified sports sim.

Game	Team	Code
1	Croatia	LJGCRCX
2	Italy	LHJCRRP
3	CIS	LKKCRGQ
4	Lithuania	LGLWRFD
5	China	LJL3RBX
6	Yugoslavia	LKL7RHH
7	Italy (2nd)	LGT7RFP
8	France	LJT7RBY
Final	Gold Medal	LHT7RKY



STREETS OF RAGE 2

To gain an extra two fighters and a Kalashnikov assault rifle on level one press BCA, BAC, then Start.



DECAP ATTACK

Feeling low? Need more energy? Well, simply jump on top of a bouncy pole, a portion of it will turn white making you feel a lot better, providing loads of energy. You can repeat this about 30 times.

TERMINATOR 2: THE ARCADE GAME

Another Action Replay cart code: FF80CA0004 should improve the number of continues you have. It seems to be slightly on the temperamental side so sometimes it works and sometimes it doesn't.



WARRIORS OF THE ETERNAL SUN

My goodness, it appears to be the case that loads of you lot are still stuck on Warriors of the Eternal Sun. What after an eight page guide! Tut, tut. Well luckily for everyone, MAG reader Alan Humberstone from Ilford has sent us in some codes to be used with the Action Replay cart.

FF91530063: This will give the leading member of the group infinite energy
FF91E90063: Infinite energy to the second member of the party
FF927F0063: Infinite energy for the third group member
FF93150063: Yes you guessed correctly, infinite energy for the fourth person.

Now you have no excuse, get out there and finish the game.



INDY AND THE LAST CRUSADE

To gain access to any stage of the game wait until the main Indy logo appears then press ABC, BCA, CAB.

It's a pity I only found this out after mapping the complete game. Life! Ain't it a strange thing?





To stop Ecco getting caught in tuna fishing nets consult this guide. Starting after level one let's take a look at the harder levels!



DAVE

LEVEL 2

It is quite straightforward to escape from the caves at the bottom of the ocean. To do this you must collect glyphs' powers and use this mystic energy against stubborn glyphs that block your passage.

...Just push this sharp sea shell along into the wall at location four and then wait until the rocks are dislodged allowing you to continue

Hmmm, a wall made of stone blocks the exit

LEVEL 3

Now to sort out the other dolphins which have been caught in this terrible storm. Talk to the dolphin nearest to your starting position for an explanation of what's happened to its pod.

Smash your way through the shell barrier here and if you're already in need of food there's a nice school of fish to munch on just behind it

There's a strong rising current coming from this chasm so you'll need to swim behind this large rock!

Take the energy from this glyph as soon as you can

Then use the previously acquired energy here

Another precariously balanced rock to be used in the fight against the current

There is a plea for help from a baby dolphin here

Watch Glyph power

More energy to take from a friendly glyph

A whale is here to give sound advice!

To your relief you find the crystal power and a large pocket of air

The last dolphin is trapped behind this glyph

Once again use the magical energy here

A baby dolphin is swimming in the water behind this glyph

One more lot of energy should just about wrap things up here!

Wahey! The exit

Guide this young fish to safety!

LEVEL 5

With the majority of the dolphin race rescued we head further into the mysterious plot. So without delay let's locate the fabled Big Blue!

You'll notice that the shell rises from the floor into the neighbouring passage

Wow! Glyph energy!

A group of starfish congregate in this hidden cavern!

Swim around to this location first to be blessed with glyph power!

Use this rock to swim into the current below

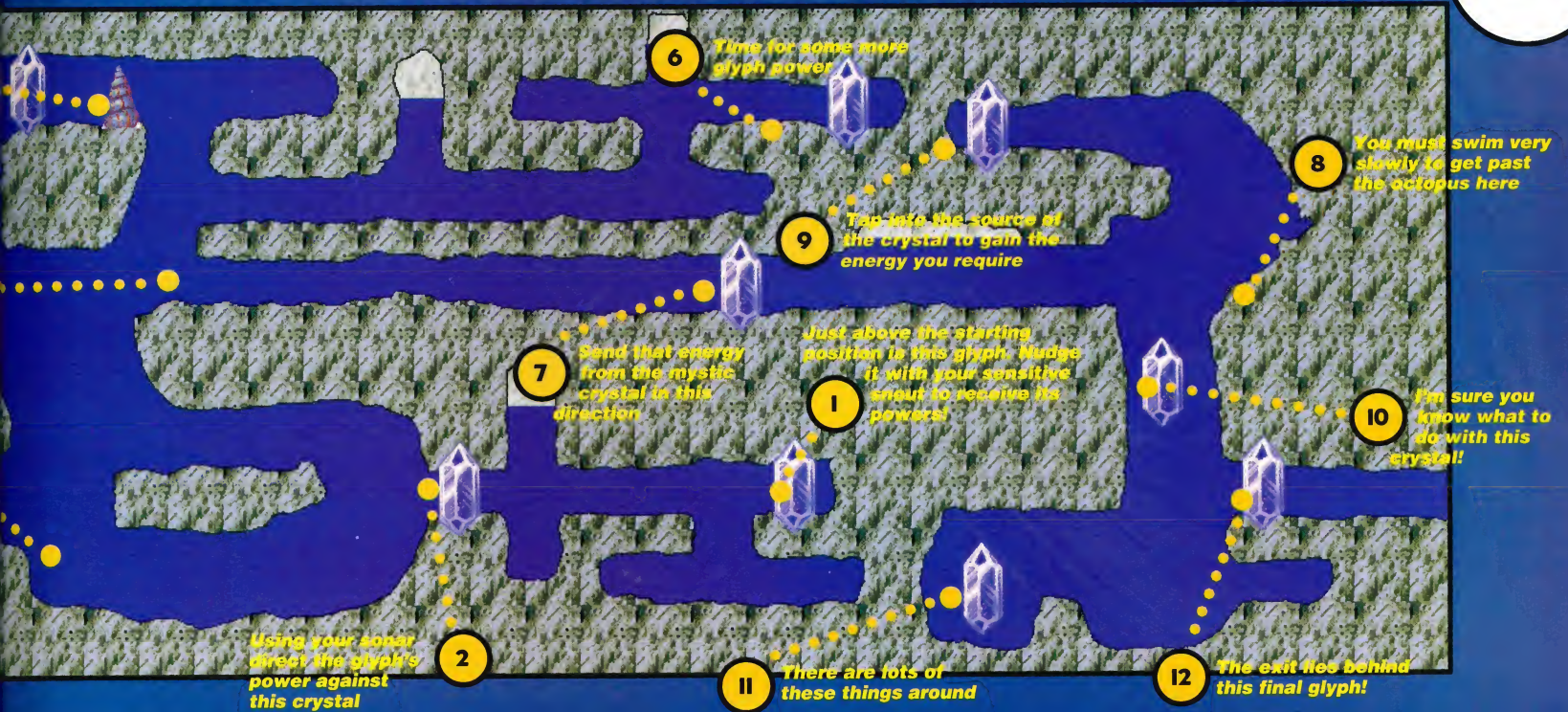
Using the aforementioned shell against this wall of rocks

A cluster of shells hide in this tunnel

Now how do you get past this wall of rocks?

Using the power from location one remove the offending glyph

Another wall of rocks that bar your way!



LEVEL 4

Just after you've completed the last level you've the uncanny feeling of déjà vu with more dolphins to be rescued! Don't worry, this map will show you what to do!

Be extra wary of the roaming tentacles that hang out from the rock. They're especially dangerous because they tend to cling onto you!

A bash from the snout will remove the shell from the tunnel!

1 A shell that is easily moved when needed!

5 Guide the starfish back to the offending rock at location two using your sonar! You must be very swift to achieve this!

9

8

7 This mother eagerly awaits the arrival of her pup!

13 I hope you retrieved the glyph power from location three!

14 The last dolphin awaits its release from the maze of dark tunnels

11 A rock that must be knocked out of place by the use of starfish!

15 Be careful of the tentacles

12 Well, what do you know! Some starfish!

16 Great, more tentacles!

2 Disaster! A stone block that denies Echo entrances!

6 Another dolphin is lost and wants to be with its parents

10 Another restless octopus guards this section of the ocean

4 A quick aquatic rescue is in order for this desperate dolphin!

20 Well done if you've managed to reach the exit here

18 More starfish that need to be guided in the right direction

3 Take the glyph's power from this location

19 That's it! Move the starfish into this pile of rocks right here!

17 Nudge the shell into the rocks below

CALLING ALL FISH!

Take Captain Fishey's advice and follow these rules;

1. Don't impale yourself unless it's absolutely essential!
2. Don't forget to breathe in fresh air occasionally as dolphins can't breath underwater!
3. Never make friends with a shark or jellyfish!
4. Don't die!
5. Don't pay any attention to the above as it's all useless pap!

13 Get outa my way!

14 Oooh! The exit!

11 Oi! You starfish, get over there!

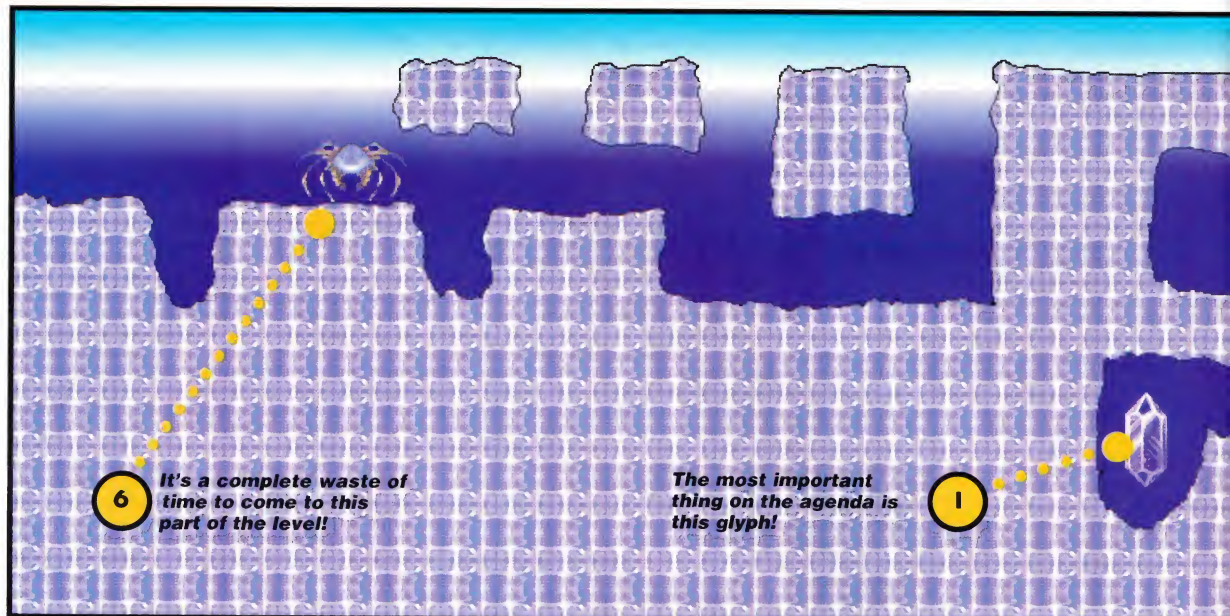
10 Ooops! A solid wall of stone!

LEVEL 6

Well there's not much point in mapping the open ocean is there? So when arriving in the bottomless sea keep pressing the 'B' button until you reach the end at the far right!

LEVEL 7

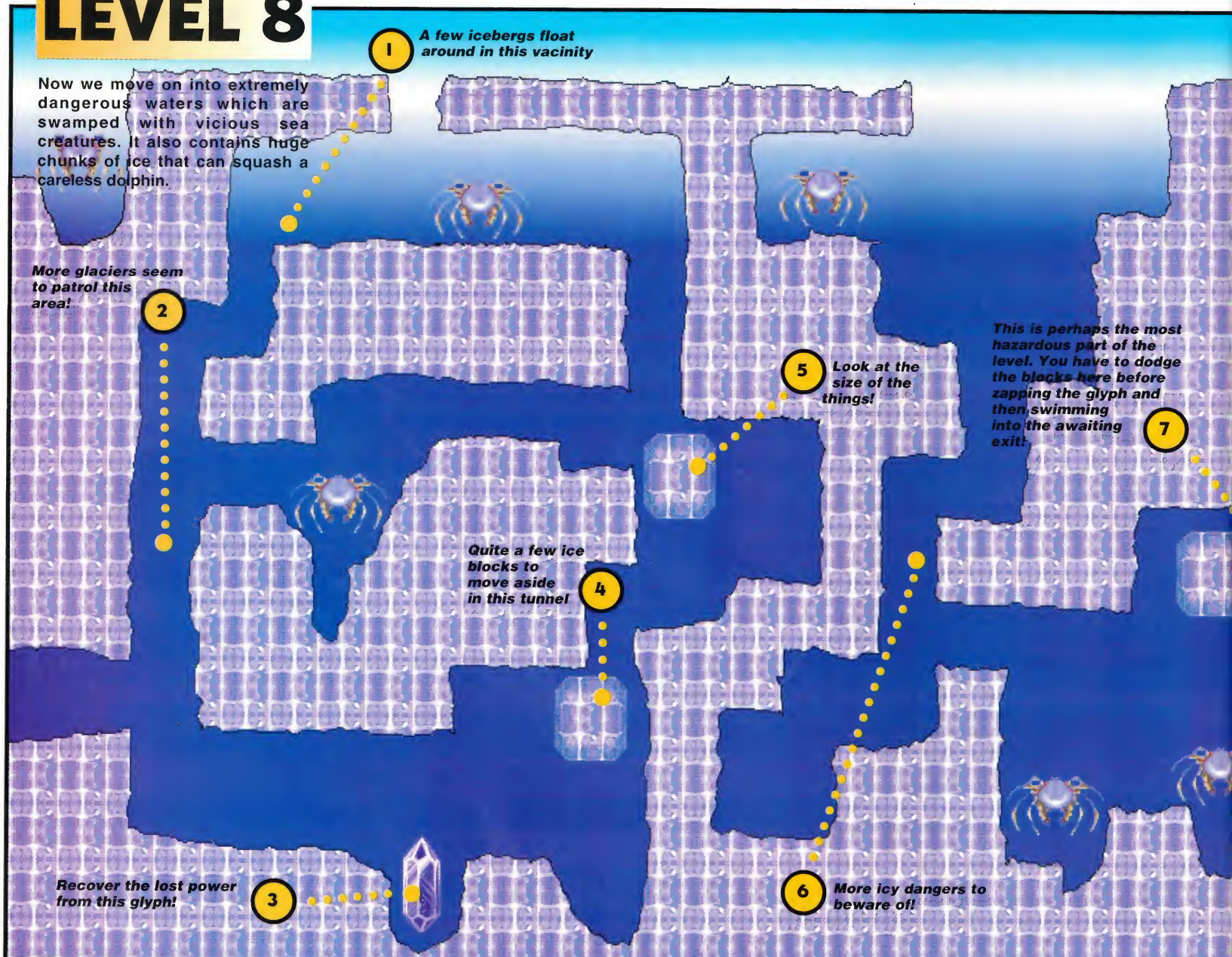
Brrr! Cor blimey guv! We seem to have ended up in some chilly water that would make a brass monkey cry! Anyway Ecco's a resilient dolphin so let's get cracking!



LEVEL 8

Now we move on into extremely dangerous waters which are swamped with vicious sea creatures. It also contains huge chunks of ice that can squash a careless dolphin.

More glaciers seem to patrol this area!





5 Oh look! Some fish to eat!

4 Don't bother coming down here unless you want to be mauled by an aquatic spider!

2 Secondly comes this glyph!

3 The exit!

1 Two helpful things reside in this tranquil pool. The first is the mysterious power of the glyph and the second is a school of health reviving fish!

LEVEL 9

Within this scrolling level is the legendary Big Blue! So swim along to seek the knowledge that may aid your quest.



2 Time to use the power of the glyph against this obstacle

My word look at the size of that mammal! It's enormous! A quick conversation however, reveals it is a kind and generous beast that helps our swimming hero!

4

3 Don't forget to refuel on glyph power!

5 Be very cautious when swimming through this cavern because there's a particularly nasty shark patrolling the area!

6 After all the other places have been explored you're now worthy to pass into the next level!



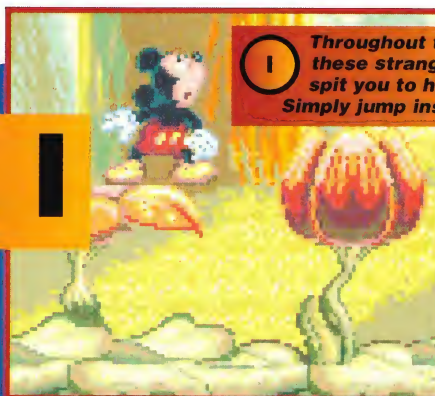
From the chilly depths of Disney's studios, Mickey makes a return to the Mega Drive to explore the mystical World of Illusion. So to stop the evil wizard playing tricks on your eyes I'll let you into one or two secrets!



DAVE

LEVEL 1

1 Throughout the first level are these strange plants that spit you to higher places. Simply jump inside and watch!



2 When travelling through the caves you'll see platforms made from spider webs. Try not to dilly-dally too long or you'll fall through the silk to your death!



3 As if the platforms aren't bad enough there's the odd poisonous spider to deal with so take care!



4 Then there's the friendly kind of spiders who'll weave a nice platform to help you get to the far side of the cavern. Watch out for the sudden turns it makes!



5 When fighting the big spider at the end of the level try to assume this position. Not only should all of its attacks miss you, but you'll also be able to dispose of it in a quickish time!



6 With the mutant spider vanquished you manage to gain access to a new spell. Simply examine the chest's contents and see what you have won!



LEVEL 3

16 As tranquil as the waters may seem they are also not without danger. These green spiky things burst your bubble in an attempt to drown you



17 When you're trying to access certain passages blocked by a large amount of bubbles try to entice the clam over it by making it follow you



LEVEL 2



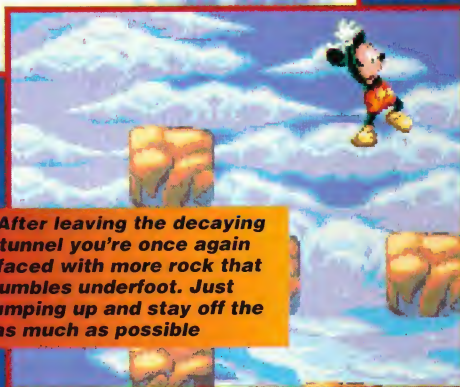
- 7** When piloting your new-found aircraft, it's essential that you dodge the whirlwinds that try to engulf any airborne objects such as yourself



- 8** Also make good use of any of the bonus bags to increase your stockpile of tries

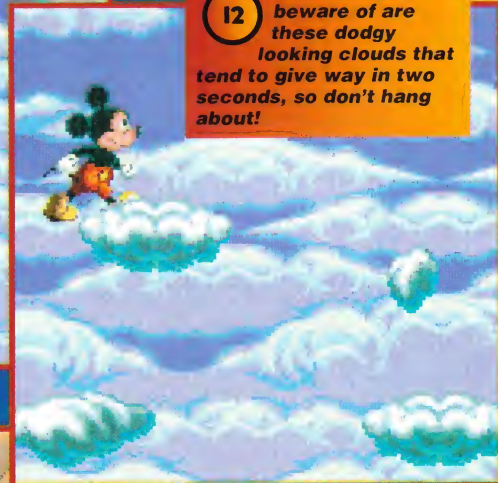


- 9** Just after landing the magic carpet you'll get caught in a rumbling tunnel. Now is the time to be alarmed. Just hold down the run faster button and sprint to the end of the passageway. Good luck!



- 10** After leaving the decaying tunnel you're once again faced with more rock that crumbles underfoot. Just keep jumping up and stay off the rocks as much as possible

- 11** When cloud jumping the main rule is to be patient. Take your time and make accurate jumps. Rushing this tricky stage will result in the loss of a life!



- 12** Other things to beware of are these dodgy looking clouds that tend to give way in two seconds, so don't hang about!



- 13** When fighting this stone wheel and its idols, stand very near to the middle and start flicking the cape like mad



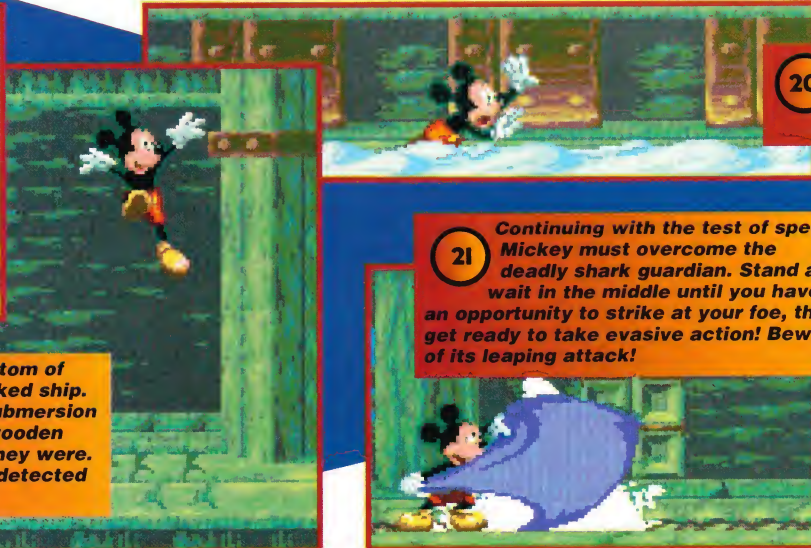
- 14** After the idol has been struck follow it to where it leaps and then strike again to kill it



- 15** With all of the idols destroyed you're ready to recite the ancient spell of water protection. This will enable you to stay underwater indefinitely



- 18** Once again it's time for a bit of patience. Just take your time before jumping from platform to platform



- 20** Once again Mickey is tested for his speed under the ever-increasing depth of water. Take Uncle Tom's advice and stop for nothing!

- 19** Somewhere at the bottom of the ocean lies a wrecked ship. After many years of submersion in the murky brine its wooden rafters are not as strong as they were. The dangerous areas can be detected by the cracks in the wood

- 21** Continuing with the test of speed Mickey must overcome the deadly shark guardian. Stand and wait in the middle until you have an opportunity to strike at your foe, then get ready to take evasive action! Beware of its leaping attack!

- 22** Once the shark has been defeated you'll find yet another spell. After a quick deciphering session you learn that it's a teleportation spell! What luck!



LEVEL 4

24 "Hmm, I wonder what that strange glittering is?" says Mickey

"I THINK MY NEW TRICK WILL COME IN HANDY NOW."

23 Quite obviously the right place to execute the teleportation spell is in this booth!

25 The jellybean planes cause all sorts of havoc. It's best to avoid them as much as possible!

27 If you're thinking of taking a flight to the stars then do it by cork!

29 Whenever you encounter these jellies just let yourself drop through to a new part of the level

30 Now for some aerial combat against a wicked witch who seems to despise every frame of animation you're made of. Only attack when she's pausing in mid-air. Apart from that stay out of her reach at all times

26 Although it's highly attractive as a decoration, the holly will make Mickey twist in agony

28 When navigating through the special flying bonus stage take great care to avoid the spiked yellow stars because they cause considerable damage

34 To add to Mickey's troubles are the precarious chandeliers that crush anything in their path!

37 When falling down the shaft on a lift-like platform get ready to jump to the right otherwise you'll never see the light of day again!

LEVEL

ON THE LEVEL

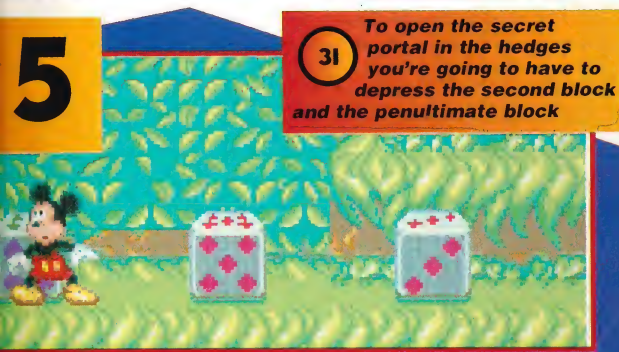
MICKEY LEVELS



DONALD LEVELS



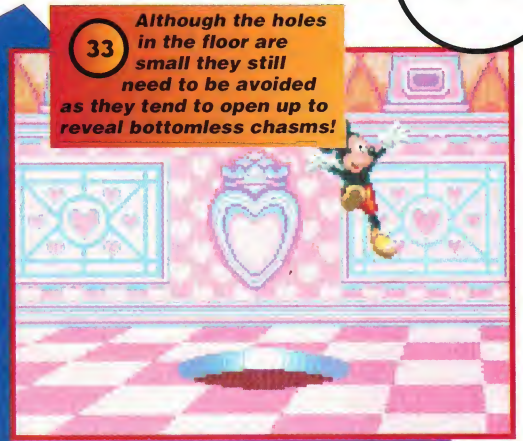
5



31 To open the secret portal in the hedges you're going to have to depress the second block and the penultimate block



32 The next stage may be accessed by stepping through the looking glass



33 Although the holes in the floor are small they still need to be avoided as they tend to open up to reveal bottomless chasms!



35 How's this for bad table manners! Flying crockery and the odd burning candlestick! Tsk! Tsk!



36 The flying wizard will also see if he can stall you by lobbing magical holes at your feet!



38 If you've made it this far, well done but on with the fight. Stay near the middle pillars, jump repeatedly and flick your cape at the monster's head. This is the only way it can be harmed!



39 Well, you've managed to destroy the spell of illusion! Now you may return in peace!

If all those tips and tactics aren't enough then how about these level codes...

MICKEY AND DONALD LEVELS

2

3

4

5



40 Consult the magic book once more to learn the spell of returning!



42 Resuming their magic show the two heroes show off their new spells!



41 "Aah! Donald where did you come from?" asks Mickey. "Are we back home Mickey?" says Donald. "It looks that way!" replies Mickey



43 Oh well that's just the icing on the cake for this game isn't it? Mickey and Donald are loving buddies once more!

ROLO TO THE RESCUE



Bonus rooms can be found. This one contains a box of goodies. Jump and hit the boxes because if three hit the ground it's over!

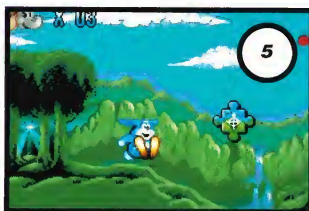
We're not going to show you all of the level solutions because this would spoil things. So this is just a little push in the right direction to help you solve your own problems!

Dave's explored this amusing game to give you an insight into Rolo's world.

DAVE



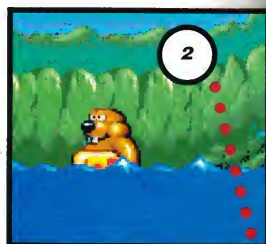
Sometimes you can't reach the jigsaw piece, so you must find another way. Here, stand on the right-hand edge of the stump and jump to the right



The squirrel is an underestimated ally. Use him to ascend steep walls which may seem unscalable. If you're lucky you'll find a hidden passage leading to large bonuses!



The rabbit has the incredible knack of leaping high into the stratosphere. Once in this orbit-like state he may find hidden bonuses in the form of jigsaw pieces and extra lives, as well as huge scoring bonuses. Use him for scouting the level



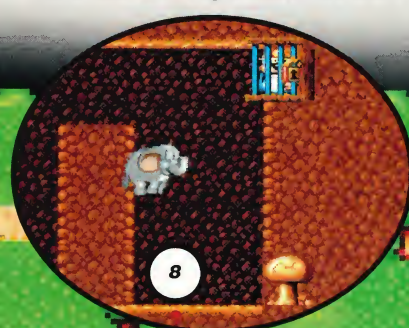
The beaver can swim through any lake or ocean without the fear of drowning



If Rolo swallows a vacuum cleaner he can suck up objects or porcupines. This is useful to transport bouncy rocks



Quite often through the game you're gonna see things like this animal that's imprisoned out of your reach. So we look for a different way around this don't we!



This is a team effort filled with puzzles that increase in complexity



Rolo is the only animal who has the key so we have to find something for him to stand on. Let's get some suction power and see if we can locate a bouncy rock!



You'll need Mr Beaver to retrieve the raft



Most levels contain a hidden bonus room hiding an extra jigsaw piece. These portals can often look like doorways, mushrooms or shimmering stars



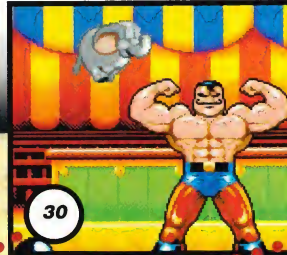
It seems that in most bonus stages, like this mound, the best goodies are found on the left-hand side



Most guardians are easy to defeat, take this one for example. Just wait until he decides to lob balls at you



Leap onto that ball and jump onto his head!



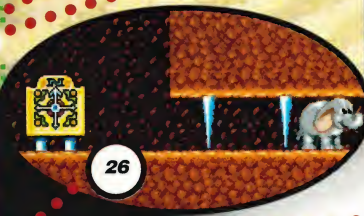
Easy wasn't it? But rest assured they get tougher as you progress through the levels!

To make things a tad harder to solve, you have to rely on your other friends' abilities to carry you through like this squirrel



This level's great for stocking up on lives. Just hop over the tiny islands in the water to the end and then feast upon the goodies that await

Oh look! A bouncy rock! What luck! I know, I'll take it back to that place where I saw the mole which is hard to reach!



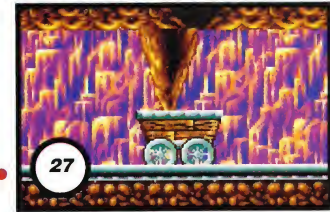
Sometimes there's a hidden mine that leads to secret locations



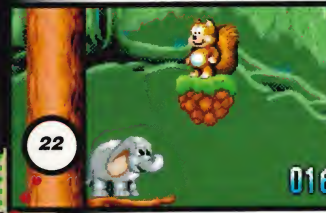
There's always a collection of shimmering stars that are willing to take you back to the beginning of the mine



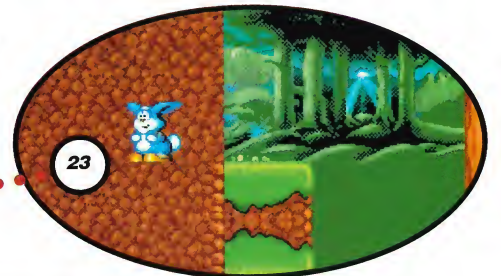
The washing machines have an amusing effect on Rolo - they shrink him! Should have used Persil!



Travelling down the scrolling passages is a dangerous task! Just pull down on the pad and you'll get through



Once again it's time to harness the abilities of the squirrel. He's probably the most helpful character in the whole game!

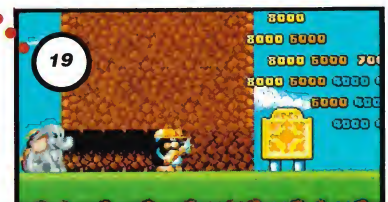


Rolo includes a number of secret passageways. They can be easily detected by examining the graphics closely. Just take a look at the wall for yourself

Now it's time for the rabbit's exploration in the other secret passageway!



Look at that, it was so easy...



The mole is responsible for getting into concealed spaces. Note: He can only burrow into soft soil



Fall with the platform and before it gives away jump up and onto the next one. This helps you concentrate on the next platform and you can see any islands or rafts in the water



In this situation free the rabbits from their cages and then get ready to take a brave jump!



In bonus rooms you'll see boxes being jumbled up. Wait for them to subside and then jump through the centre row of boxes. This way you'll always get lots of points and three bonus lives!

As night-time falls the Dark Knight dons his black cape once more, but before embarking on your crusade for justice you should do some homework!



DAVE



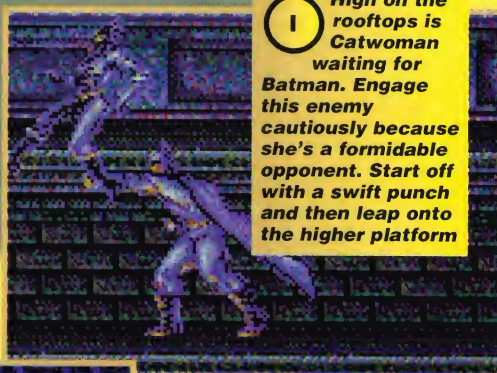
LEVEL 1

Starting from the rooftops of Gotham City you must find the Penguin. You also run into your good friend Catwoman. Here is how to vanquish the enemies lying before you.

- 2 Wait for her to follow you up and then greet her again with your iron fist. Repeat these tactics until she's defeated



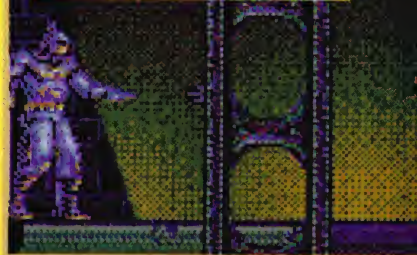
- 1 High on the rooftops is Catwoman waiting for Batman. Engage this enemy cautiously because she's a formidable opponent. Start off with a swift punch and then leap onto the higher platform



LEVEL 2

After the fight with the Penguin you make your way to Shreck's Wonderland. Lots of dangers dwell in this area.

- 7 Towards the end of the first stage is a big guy who wants to throw debris at your head. Use your grappling hook to get up on the same platform as him and start throwing your batarangs as quickly as possible



LEVEL 4

It's time to sink to the Penguin's level as you descend into the sewers. This is the place where evil breeds but here's a list of tactics to help you win.

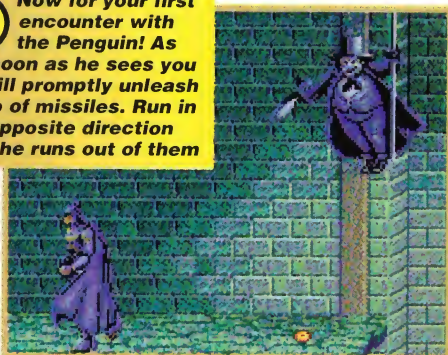
- 3 Upon entrance to the slanty shanty you'll notice gushes of steam rising from the decrepit piping. A long run and jump will see you over it



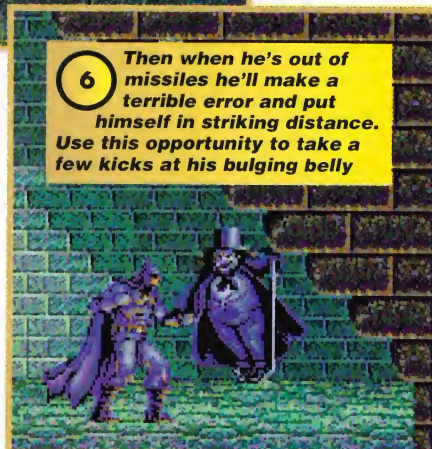
- 4 After the tilted structure comes a pair of nasty guardians. To harm them you'll have to hit their upper torsos. To get up there jump onto the middle of the first platform while dodging the cogs being fired at you and then get up onto the guardian's knee



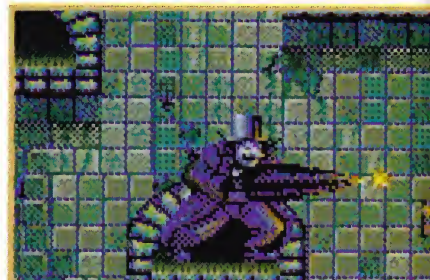
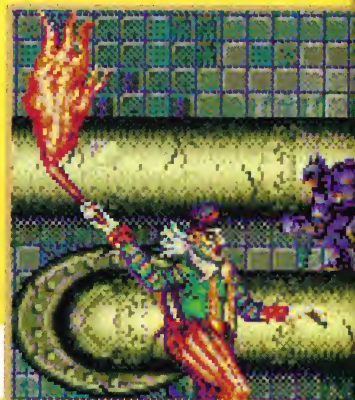
- 5 Now for your first encounter with the Penguin! As soon as he sees you he will promptly unleash a silo of missiles. Run in the opposite direction until he runs out of them



- 6 Then when he's out of missiles he'll make a terrible error and put himself in striking distance. Use this opportunity to take a few kicks at his bulging belly



- 14 At some point you'll have to confront the dreaded man on stilts. He's incredibly tall enabling him to stand in the deep ooze which you would drown in. There are no major tactics here apart from keeping on the move and attacking from a distance!



LEVEL 3

Still dazzled by Shreck's place you decide to join the circus. This is perfect to track down all of the evil villains in this world!

10 In the fabled hall of mirrors are many great dangers which can be easily spotted by looking into the mirrors. When the clown bursts through the glass immediately crouch and sweep kick until he's defeated

8 After fighting your way through the following building you'll meet up with Catwoman again. The best tactic is to stand your ground and constantly sweep kick in her direction every time she passes you

9 Soon after the exhausting battle with Catwoman you'll find the Penguin at the bottom of several sets of escalators. To defeat this geek you'll have to be swift with the jump button when he unleashes several saw-blades in your direction. Take a quick punch at him when you're in the air

11 You'll eventually find a tent containing two rather tough clowns who zip about on the ropes throwing bombs. To defeat this deadly duo crouch in the middle on the top rope and start kicking like mad. Only pause now again to retreat away from the fray

13 On the second stage of this level is a secret bonus room. To find this place drop straight down from the start until you see this screen and then follow Batman

15 When fighting the Penguin on this level beware of his deadly water cannon. This must be destroyed straight away to increase your chances of survival

LEVEL 5

Deep inside the Penguin's lair you must locate the evil one and destroy him in his own territory. Then and only then can Batman relax ...or can he?

12 Now you have the terrible task of taking on the Penguin's puppet clown. The best tactic to use here is to repeatedly kick from a distance and dodge his flames as he belches them out

17 I hope that you've been saving all of your super batarangs because you're going to need them. Fire about two at the duck and then retreat back to the stone island before jumping on another large iceberg

18 When fighting the Penguin for the last time start off by concentrating on destroying the generator to the right because this will render the Penguin totally defenceless. Now use every ounce of firepower you've got left to destroy the Penguin

16 Wait until the Penguin leaps onto this platform and then start firing all of your batarangs in his direction

19 When the Penguin slumps into the black waters below justice has been served!

20 The journey home isn't uneventful as the Catwoman has to be overcome once more. Use the same tactics as when you first fought her

All of the villains have been destroyed, but when will we see that famous Batlight again?

TERMINATOR 2



Terminator 2; the arcade game is something of a difficult egg to crack. Using the Menacer is recommended to get the most out of the game.

GERRY



LEVEL ONE

STAGE ONE: POST APOCALYPSE LANDSCAPE

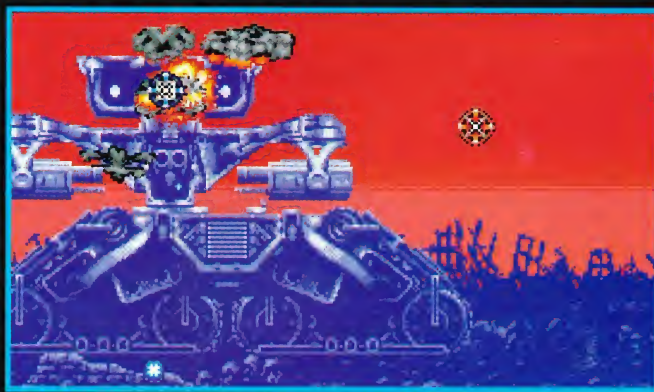
Not a difficult stage of the game. Use common sense and everything should be fine. Terminators attacking from the left administer more damage than those from the right, so when it comes to a very cluttered screen always deal with the left-hand side first. When larger terminators show themselves always use bullets to destroy the heads. Chips that provide extra power and force fields are prone to pop out when the craniums explode.

Shoot the white boxes that fall from the sky. Contained here are numerous power-ups that range from extra

ammunition to rockets. The machine-gun is prone to overheating so always use small controlled bursts.

The flying hunter killers should present no threat. Position the cross-hairs near the horizon then move quickly to wherever the hunter killers appear.

The guardian at the end of the stage is a tank-type vehicle. To destroy this metallic monstrosity blast the top section then the left-hand side gun. Next the right-hand side gun, the middle area and then the lower portion. Simply shoot the small middle section until it explodes.



STAGE TWO: THE HUMAN HIDE-OUT

Again very simple. Apply more common sense and nothing should go drastically wrong. Shooting wooden boxes that lie over the floor will reveal more hidden weapons and power-ups. Always use rockets on the orbs and never give them time to open. The machines contained inside tend to zip all over the screen and are rather time consuming to destroy. On no account must any humans be terminated.



STAGE THREE: THE JEEP RUN



In my opinion this is the most difficult section of the game. John Connor must be protected on his way to SKYNET's headquarters. Make sure every rocket power-up is collected because they will be needed. Now whenever possible ignore the terminators running alongside the Jeep and concentrate on the hunter killers who inflict the real damage.

Try to position the cross-hair in the middle of the screen as high up as possible. This will stop friendly rockets hitting the Jeep. Always use missiles to destroy the hunter killers. This stage may take a few trial runs but stick at it and you'll get there in the end.

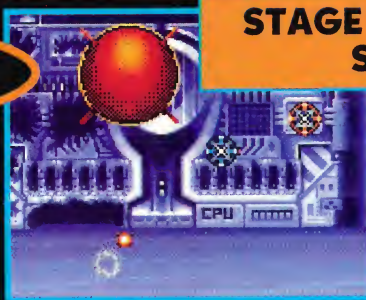


LEVEL TWO

STAGE ONE: SKYNET HEADQUARTERS

Head straight on and destroy the hunter killers in the way previously described. After this you will enter a confined space with a wire mesh fence all round. Shoot everything on the top of the screen then blow the lock from the door to progress further. Now you will find yourself in an open space. Destroy the storage tanks as the grounded hunter killers are waiting to be annihilated. Kill as many terminators as possible. After fighting your way through you will now be confronted by 10 garage doors. Don't bother wasting ammo on them, they'll

soon open up and reveal their hidden treasures which consist mostly of orbs which have a nasty habit of attacking two at a time. The best tactic here is to fire two missiles rapidly into the doors as soon as they open. This can sometimes destroy the orbs before they have the chance to inflict any damage. Large green snakes known as silverfish also appear. One rocket should take care of these beasties. If you've managed to survive all this another tank guardian like the end-of-level one will appear.



STAGE TWO: INSIDE SKYNET

It's now time to wreck the SKYNET computer. Shoot all round the middle section. These parts must be destroyed before access can be gained to the vulnerable middle portion. Once destroyed it's back to good old Los Angeles, circa present day.



LEVEL THREE

STAGE ONE: THE CYBERDYNE OFFICE, LOS ANGELES

You have to destroy everything, including the windows. If you fail to annihilate most items the mission may still fail even if John Connor is saved and the Terminator destroyed. Be careful not to shoot Sarah when killing the SWAT team members. Shoot the shotgun cartridges because they'll come in very handy on later stages of the game. When Sarah places the large yellow objects on the floor wait until she is a safe distance away then blast them. A rather large explosion will then occur sending SWAT members all over the room.



STAGE TWO: THE CYBERDYNE LABORATORY

Same rules apply again. Shoot all the technicians, pick up more powerful weapons. Shoot shotgun shells and high explosives placed on the floor by Sarah. Be careful not to hit John or Sarah. There isn't a concrete set of rules - only your shooting skills and reaction time can save you here.



STAGE THREE: ESCAPE IN THE SWAT VAN

The series 1000 is pursuing in a helicopter. If it touches the van the occupants are dead. The chopper only comes in from the middle of the left-hand side, or directly above the van.

Position the cross-hairs where fast access to the important parts of the screen is made easy.

After the helicopter is destroyed the Terminator will now attack in a large juggernaut. Constant fire will disable it.



STAGE FOUR: THE LIQUID NITROGEN TRUCK

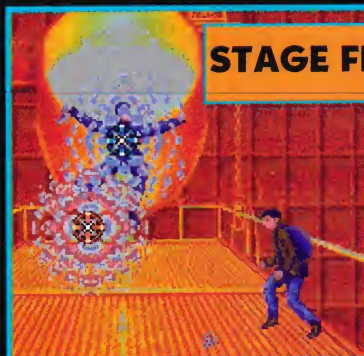
This is the part where things become very tricky indeed. Shoot as many shotgun shells as possible because stocking up is a very good idea.

Now, using the shotgun blast the Terminator to the floor then spray the truck with machine-gun fire, covering the cyborg with the nitrogen. To complete this stage the temperature of the Terminator's body must reach minus 200 degrees. When it rolls across the floor shoot ahead of it so that it is rolling through liquid nitrogen. Repeat the process until it is immobilized.



STAGE FIVE: THE STEEL WORKS

Before starting this stage you must have at least 150 shotgun shells. Spray the Terminator with constant machine-gun fire, do not allow it to get anywhere near John. Blast it towards the molten steel. Continue to blast until the Terminator is blown into the molten liquid. Hey presto, mission complete.



If you've got this incredibly hard game and feel you're never going to complete it, then take a look at this lot...



DAVE



- 1** This is the starting point for our intrepid Neanderthal athlete

- 2** Sitting at the edge of a tree stump is another primitive humanoid. As you approach he is seized and captured by a magical gargoyle. Shoot the gargoyle and listen to the information you're about to receive, especially the switch part

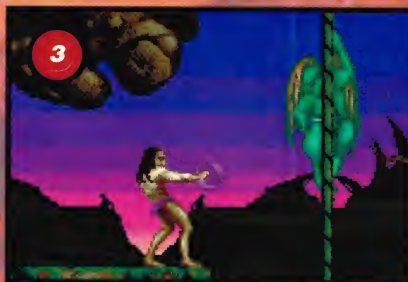
- 3** When climbing down this vine jump to the exit to the left. After a short journey through the passage a winged creature flies past. Run back to the vine and stop the beast from destroying it!

- 4** Shortly after you'll be running into further trouble! This time a golem is pushing a spiked block towards you! To defeat this obstacle retreat back to the edge of the passageway near to the vine. Stand and wait until it nears you then shoot at the creature beyond

- 5** Another winged creature attacks here with spiked blocks. Try to shoot the blocks before attacking the green being above. Once it's been defeated collect the key from the bottom of the slope

- 6** Climb the vine and jump onto this ledge, then use the key that's been obtained from location five to open the door and continue onward

- 7** A subtle approach will be required if you're to avoid the trap above you!



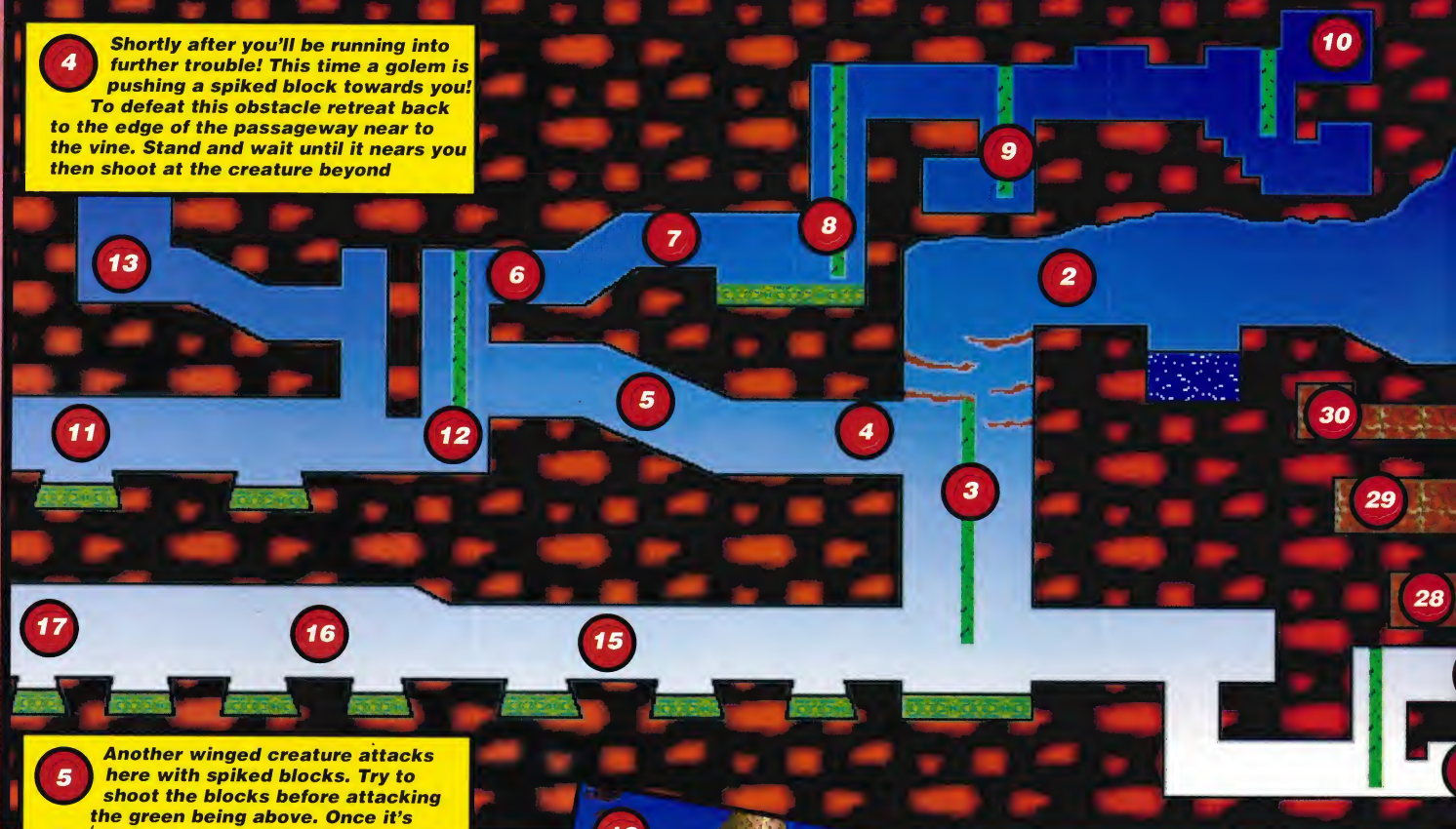
- 12** After the rock has been positioned on the edge of the plank, climb the vine and jump onto the other side of the see-saw. Then sprint to the lift and wait until the mechanism works. With any luck you should be reaching new ground!

- 8** Now for the first puzzle...sort of! Remember what the man said at location two? If you do then activate the relevant switch. Get it wrong and it's time for an acid bath!

- 9** Climb down the dangling chain into this secluded room and have a peek at the switches to the right. Hit the lower one and get out as soon as possible. Don't try to kill the monster to the left it's much tougher than you!

- 10** A chest full of coins and a health potion await someone to rescue them!

- 11** Now for something a little more interesting. Pick up the rock by using the switches to the left, then move the rock above the white spike to the right. Drop the rock on top of the spike and it should then shatter leaving a smaller piece. Push this onto the see-saw at location two



- 13** You must now rescue the prisoner who's held captive above Ishtan. The best tactic I found was to wade straight in and then use the potion from location 10 to replenish your diminished health

- 14** Another chest that contains coins and a health potion!

15 Cor blimey guv! A chest with more coins than you can count on one hand and another health potion

19 Scuttling around on this upper plinth is a weird species of troll which must be destroyed to obtain the magical axe



20 More coins and health!

21 Jump up and down to break through the green slime to get at the caverns below. Note: your character must jump high enough to get through!

22 Another healthy potion for our main man

23 A huge collection of gold coins for you to retrieve

24 When arriving at this location you'll realise that the rest of the area is no longer accessible due to the large stone door in front of you. Change to the axe and then shoot the creatures that hide behind it and then destroy the door with your yo-yo



27 Don't be alarmed by your sudden imprisonment in the cage that drops down on you

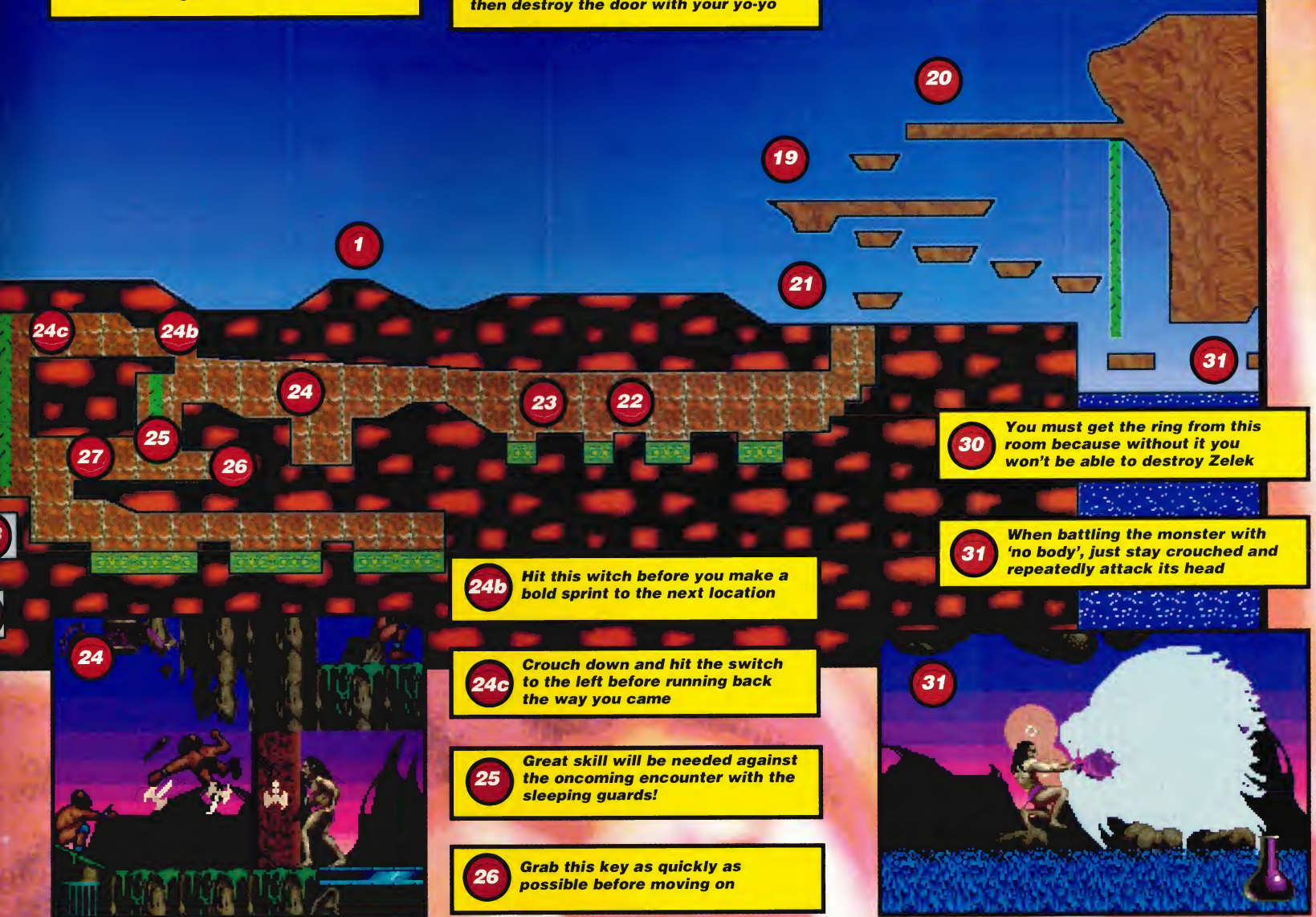
28 Once you've been locked up in this cell don't panic! Just walk up to the door and start attacking it and the guard when he tries to silence you. Don't forget the key the guard leaves behind!

29 One of the keys will open the door here so you may release the prisoner

16 Don't bother entering this shop because it holds nothing of interest

17 More invaluable coins for the daring hero!

18 Barloom awaits your arrival here. Once you have sought audience with him he'll give you a special scroll to give to the old man



24b Hit this witch before you make a bold sprint to the next location

24c Crouch down and hit the switch to the left before running back the way you came

25 Great skill will be needed against the oncoming encounter with the sleeping guards!

26 Grab this key as quickly as possible before moving on

30 You must get the ring from this room because without it you won't be able to destroy Zelek

31 When battling the monster with 'no body', just stay crouched and repeatedly attack its head



32

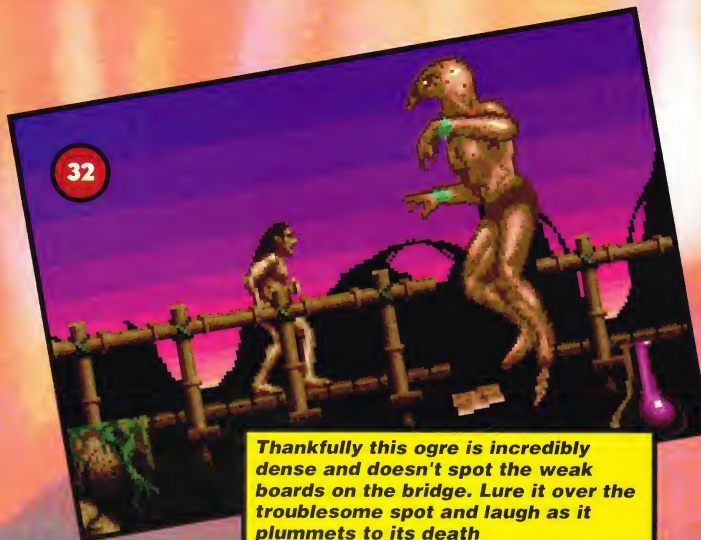
Slightly to the right is a huge ogre brandishing an enormous dagger. Just lead it to the white part of the bridge and let it fall through

33

Let your sprite fall through the invisible vortex here and into the secret zone!

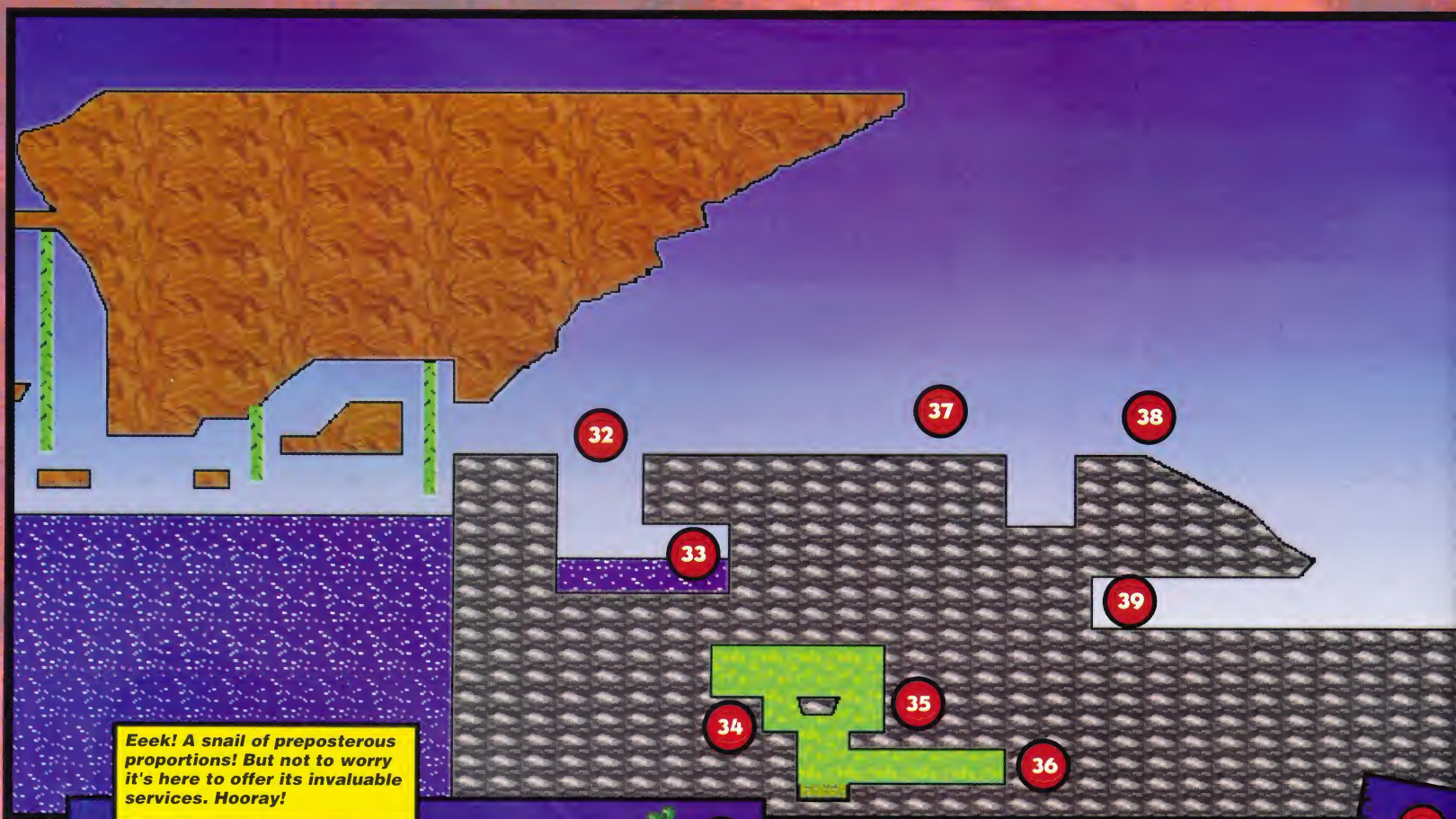
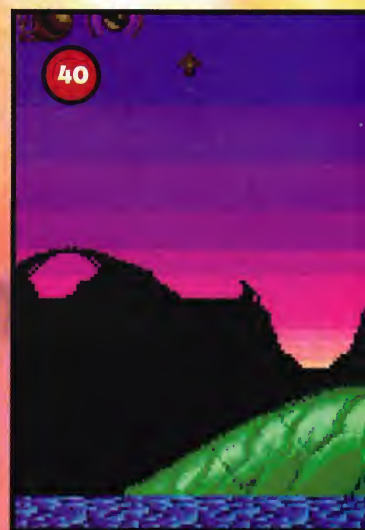
34

A nice welcoming present! It's a health increasing potion!



Thankfully this ogre is incredibly dense and doesn't spot the weak boards on the bridge. Lure it over the troublesome spot and laugh as it plummets to its death

40



EEK! A snail of preposterous proportions! But not to worry it's here to offer its invaluable services. Hooray!

NEVER SEEN A
SNAIL BEFORE?

IF YOU WANT
TO GET BACK
IT'LL COST
16 COINS.

PRESS A
TO ACCEPT

35

In case anyone doesn't get it or have it, here it is, the horn! Warning, the horn is incredibly dangerous in the wrong hands (HM Government)!

36

An enormous snail will teleport any weary traveller to the surface for a paltry sum of 16 gold pieces!

37

The old man will turn the ring and the scroll into a magical spell that will aid your battle against the evil beast mage Zelek!



After blowing the horn several times rumbling and frothing is seen and heard at the water's edge. Then before your eyes a motionless monster appears offering to take you to the other side of the sea where Zelek's castle resides. So with a hop, skip and a jump leap onto its back and get on over there!

38

To kill the two large dudes here you must force them to retreat to the edge and then attack them

39

Grabeth thy keyeth frometh hereth

40

Blow thy horn here (no letters please!)

41

Using the key from the swamp open up the door and get the health potion



42

Defeating Zelek is by no means easy! So here's a few handy hints to help you defeat it. First, keep your distance and shoot at it with the magic spell given to you by the old man, then wait until it starts to advance towards you. Back off until you're out of harm's way and then move back in for a few more shots. Repeat this process until Zelek is vanquished and you hold your baby sister in your loving arms! Ahhhh, isn't that lovely

ME AND MY SHADOW

Before embarking on your crusade against the evil Beast Mage try to study the map for the vital health restoring potions. Once you've located all of them start thinking of your gameplan. Taking a potion with you while fighting the major guardians is a sound move because your energy is at quite a low

level after a fight. Also make sure you've got enough coins to give to the snail at location 36 otherwise you'll be stuck in the company of a large insect for a very long time. As a final tip take your time killing the normal gooks because they can easily rob you of much needed health!

40

41

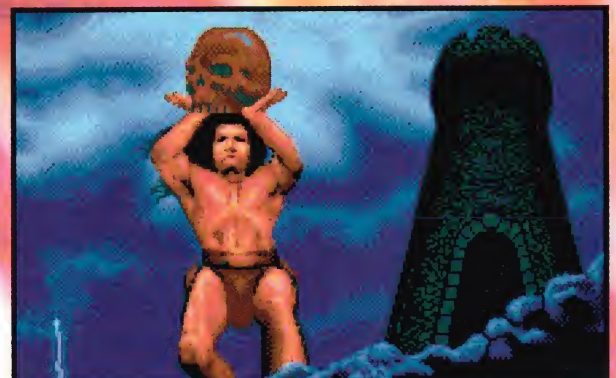
42

42

The final battle with Zelek. Just keep your distance, shoot and jump until you emerge the victor. Then find the Beast Mage's skull and hold it precariously over the edge of the castle tower



When fighting the tree stump monster there's one piece of advice - don't bother because it can't be killed!



THE COMPLETE

It's been updated making it even bigger than before. There are so many games listed in the next six pages that it is hardly feasible! Remember, read it before you buy.

1943 (IMPORT) £30

Run-of-the-mill WWII shoot'em-up. Yes, it has pretty graphics and loads of enemies, but so do an awful lot of other games. **56%**
▲ Good fun for NF dinner parties
▼ Where's the originality?

688 ATTACK SUB (SEGA) £39.99

Submarine sim with some pleasantly effective arcade sequences. Good if you're patient. **68%**
▲ Some wicked speech
▼ Takes while to get going

AERO BLASTERS (IMPORT) £29.99

Very fast horizontally scrolling blaster with some huge end-of-level bad guys. **60%**
▲ Fast and smooth graphics
▼ Stupidly hard in places

AFTERBURNER (SEGA) £34.99

Conversion of classic 3D air combat arcade machine. Very fast 3D graphics and blasting action. **61%**
▲ Fast and furious
▼ Too easy – no lasting appeal

AIR DIVER (IMPORT) £29.99

3D perspective shoot'em-up jobby with big naff looking baddies and stunningly boring gameplay. **58%**
▲ 3D concept is not often seen on the Mega Drive
▼ Looks naff and has as much appeal as an old sock

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99

Another cutesy multi-level platform starring the nauseating star of numerous Master System games. Definitely aimed at children. **59%**
▲ Colourful cute looking graphics. Testing gameplay
▼ A little too twee for many people's liking

ALIEN 3 (FLYING EDGE) £34.99

Average platform shooty game that has little (if anything!) to do with the

film. Dash through 15 levels blowing the crap out of the aliens with a variety of weapons. **62%**

▲ Very good graphics and sampled sounds
▼ Sluggish controls and totally unoriginal gameplay

ALIEN STORM (SEGA) £34.99

High-tech version of Golden Axe. Left/right scrolling beat'em-up with lots of baddies. Arcade original was crap, so there's little hope. **46%**
▲ Some very speedy scrolling, colourful graphics
▼ Far too easy – ultimately boring

ALISIA DRAGON (SEGA) £34.99

Surprisingly playable platform shooter. A girl and her pet dragon take on the world in this novel and quite huge game. **83%**
▲ Some very good graphics and very challenging gameplay
▼ Stinginess in dishing out continues hinders progress

ALTERED BEAST (SEGA) £29.99

Originally the 'in-pack' game with the MD this is a classic example of how not to show the machine's abilities. Scrolling beat'em-ups don't come worse than this. **47%**
▲ Er...none really
▼ Naff graphics, poor quality sound. Very poor conversion of arcade original

AMBITION OF CAESAR (IMPORT) £34.99

Average war game based on all things Roman and war like. A good challenge for varying abilities. A good intro to war gaming. **72%**
▲ One of the more easily accessible war games
▼ Looks a bit duff

AQUATIC GAMES, THE (EA) £39.99

James Pond returns for a bit of pre-match training in a spoof Olympic jypad basher. **78%**
▲ Quite funny, nice presentation

▼ Too much finger work

ARCH RIVALS (FLYING EDGE) £39.99

Basketball game with a difference. Cartoon-style graphics with some interesting interpretations of the rules of basketball. Want to beat up your opponent? Go on... **69%**

▲ Some very good cartoon-style graphics
▼ Nice ideas – shame about the game. It's far too boring

ARNOLD PALMER TOURNAMENT GOLF (SEGA) £34.99

One of the first 3D golf games on the Mega Drive. Some very impressive courses, with a very easy to suss user interface. **84%**
▲ One of the originals on the MD and still one of the best
▼ Can get a little dull once you've mastered it

ARROW FLASH (IMPORT) £24.99

Yet another horizontal scrolling blaster with fancy backdrops and big end-of-level guardians. Yawn yawn, yawn. You can turn into a robot though (cool). **52%**
▲ Graphics are very good in places
▼ Offers nothing new

ATOMIC ROBOKID (IMPORT) £24.99

Multi-directional scrolling blaster with pretty graphics. **56%**
▲ Very good presentation
▼ Some sections are extremely frustrating!

ATOMIC RUNNER (SEGA) £35

Fixed scroll run and shoot'em-up with impressive graphics, but not much else. **40%**
▲ Looks good
▼ Boring and controls are a pain

AXIS (IMPORT) £29.99

Naff looking scrolly blaster with distinctly cack gameplay. Absolutely nothing going for it. **8%**
▲ None really
▼ It was released

BACK TO THE FUTURE 3 (SEGA) £34.99

Recently re-released film licence. Take Marty and Doc back to the 19th Century in a variety of playing styles. Not brilliant. **25%**
▲ Reasonable presentation
▼ Too few stages, unchallenging

BART VS THE SPACE MUTANTS (FLYING EDGE) £39.99

Scrolling platform game with naff sprites and excruciatingly dull gameplay. Just cos Bart is in it doesn't mean it's any good! **67%**
▲ Some good Bart-style humour
▼ Sprites are too small and the

game is boring

BATMAN (SEGA) £35

Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. **59%**

▲ Some very moody looking graphics
▼ Another wasted film licence

BATTLE GOLFER (IMPORT) £29.99

Arcade adventure based around golf. Knock your ball from hole to hole to move through the different locations. Weirdsville. **42%**
▲ Definitely an original concept
▼ Japanese import means all the text is unreadable

BATTLE SQUADRON (EA) £39.99

Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meanies. **68%**
▲ Challenging gameplay and good graphics
▼ Unusual quirks in some of the levels make progress difficult

BIMINI RUN (IMPORT) £29.99

3D speedboat shoot'em-up. Looks like the arcade game Hydra. Nice graphics, shame it's so crap. **42%**
▲ Pleasant looking graphics
▼ Absolutely nothing special about the gameplay

BIO-HAZARD BATTLE (SEGA) £39.99

Good-looking and testing shoot'em-up that doesn't really offer anything new. **78%**
▲ Attractive and difficult
▼ Seen it all before



BONANZA BROTHERS (SEGA) £34.99

One or two-player platform game. Raid locations and pinch the loot while avoiding the cops. **65%**
▲ Good fun to play. Excellent presentation
▼ Not enough levels

BUCK ROGERS (EA) £49.99

Expensive role-playing game in space. Very deep gameplay and battery back-up save option. **80%**
▲ Incredibly involved gameplay
▼ Some graphics look a bit dull

BUDOKAN (EA) £39.99

The original beat'em-up on the Mega Drive for one or two players. Numerous ninjitsu-type events with some novel twists. **58%**

▲ Superb presentation
▼ Far too many moves to be remembered by a mere mortal

BULLS Vs LAKERS (EA) £39.99

Another EA basketball game, but this one features the more famous players' signature moves. **64%**
▲ Looks good plays well in two-player mode
▼ Boring in one-player mode

BURNING FORCE (SEGA) £34.95

This game looks a bit like Space Harrier with different graphics. Gameplay is far too uninspired. It also suffers from naff collision detection. **38%**
▲ Looks nice...
▼ ...Until you see it moving

CADASH (IMPORT) £34.99

Good attempt at mixing platform-style beat'em-up with a role-playing game with loads of levels. Neat two-player option. Too fiddly and far too sluggish. **78%**

▲ New approach. Close conversion of arcade original
▼ Graphics look a bit poor. Gameplay is not involved enough

CALIFORNIA GAMES (SEGA) £39.99

Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. **62%**
▲ Looks quite nice. Good variety of sports
▼ Fairly old and tired concept. How thrilling can foot-bag be?

CAPTAIN AMERICA (IMPORT) £35

A superhero and his mates try and save the world in the most boring way possible. **62%**
▲ Good for feeding those fantasies
▼ Graphics sound and gameplay

CASTLE OF ILLUSION (SEGA) £34.99

Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. **89%**
▲ Super graphics and great gameplay
▼ Er...none really

CENTURION (ELECTRONIC ARTS) £39.99

A Roman strategy game where you control your legions as they attempt to take over the world. **63%**
▲ Thoroughly involved gameplay
▼ Not much action for arcade fans

CHAKAN: THE FOREVER MAN (SEGA) £39.99

Evil, brooding and excellent. Chakan takes on all sorts of denizens of the dark with his twin blades in this cross between

▲ *Very playable, superb graphics*
▼ *Infinite lives in two-player mode*

F-22 INTERCEPTOR (SEGA) £39.99

The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**

▲ *Fast polygon graphics*
▼ *Not much of a sim really*

GAIN GROUND (SEGA) £34.99

A strategy shoot'em-up. You have to choose the right soldiers to do the right job as you move through the flick screen scenery. Slow, thoughtful pace and a decent two-player mode. **75%**

▲ *Big, fun and varied*
▼ *A bit deliberate for some*

GALAXY FORCE 2 (SEGA) £39.95

Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint as you shoot aliens wears thin very fast. **30%**

▲ *Very Colourful*
▼ *Yaaaawn!*

GALAHAD (EA) £39.99

Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**

▲ *Good use of the MD. Excellent graphics*
▼ *Sound a bit on the iffy side*

GAMES WINTER CHALLENGE, THE (SEGA) £39.99

Eight events based on the pistes, bobsleigh runs and snow covered plains. Play with friends for that 'You bastard!' feeling in full. **66%**

▲ *Looks good and plays great*
▼ *Not so good for one player*

GEMFIRE (IMPORT) £34.99

Travel back to mediaeval England and conquer the place. A strategy game that takes some time to get used to, but worth the effort. **76%**

▲ *Absorbing and interesting*
▼ *Won't get the heart rate going*

GHOSTBUSTERS (SEGA) £34.99

Platform nonsense straight from the film. Attractive sprites but frustrating gameplay. **48%**

▲ *Cute and chirpy*
▼ *Too bouncy by half*

GHOULS AND GHOSTS (SEGA) £44.99

Excellent (but expensive) conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat sound. **86%**

▲ *Unlimited lives, testing gameplay...*
▼ *...That may be too testing*

GLEE LANCER

Mistranslated Japanese shoot'em-up with some novel power-ups and nice baddies. Plays well. **89%**

▲ *Great graphics and gameplay*
▼ *Screen clutters up at times*

GREENDOG (SEGA)

£34.99

A cool dude searching for the Surfboard of the Ancients. Good looking game that suffers from lack of any real challenge. **70%**

▲ *Very well presented*
▼ *You'll finish it in a day*

GODS (IMPORT) £35

Become a god and leap round righting wrongs, destroying evil and protecting the weak. Brilliant platform game. **91%**

▲ *Real challenge. Good sound and graphics*
▼ *Not for beginners*

GOLDEN AXE (SEGA) £34.99

A tale of a man, a woman and a dwarf hacking their way through extras from Jason and the Argonauts. In two-player you can even hack each other. **86%**

▲ *Great fun especially for two*
▼ *Too easy for one*

GOLDEN AXE 2 (SEGA) £44.99

Hardly a great leap forward but just as good as first. Don't bother getting both though. **65%**

▲ *It worked once*
▼ *So why not do it again?*



GRANADA (IMPORT) £35

Four levels of multi-directional shoot'em-up in an attempt to blow up nuclear power stations. **71%**

▲ *Pretty graphics and very playable*
▼ *Too short and a bit repetitive*

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35

Unplayable dross where hitting the ball has nothing to do with getting the racket in the way. Ignore. **38%**

▲ *The female sprites wiggle a lot*
▼ *Poorly implemented tat*

GYNOUG (SEGA) £39.99

A scrolling shoot'em-up with loads weapons, weird enemies, and the hero's got wings! **88%**

▲ *Spiffing fun for all the family*
▼ *Goes on a bit, but so does my mum*

HARD BALL (SEGA) £39.99

Well, it's baseball really, but jolly good fun all the same. **72%**

▲ *Slick interpretation of the game*
▼ *Doesn't have that edge to make it great*

HARD DRIVIN' (TENGEN) £35

The finest example of duff 3D programming you are ever likely to see. Lots of glitches. **32%**

▲ *A pic of a Ferrari on the box*
▼ *Graphics, sound, gameplay*

HEAVY UNIT (IMPORT)

£30

A multi-directional shoot'em-up that has been done far better. **27%**

▲ *Quite a few power-ups*
▼ *Very poo-er*

HELLFIRE (SEGA) £34.99

A top class horizontal shoot'em-up with well designed gameplay and attractive graphics. Tense but not too tricky. Excellent fun. **72%**

▲ *Very playable*
▼ *Nothing stunning*

HERZOG ZWEI (SEGA) £34.99

You have a range of armoured units to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. Unusual but fascinating. **85%**

▲ *Lots of depth and never slows down*
▼ *A lot to worry about and initially inaccessible*

HOME ALONE (SEGA) £34.99

God-awful licence where you get to be Macauley Culkin. On top of that it's crap as well. **35%**

▲ *Novelty of weapon building*
▼ *Painful gameplay*

INDIANA JONES AND THE LAST CRUSADE (US GOLD) £39.99

Good film conversion that sticks to the plot very closely and ends up as a platform game Nice soundtrack and it's better looking than other versions. **82%**

▲ *Action and puzzles*
▼ *Only five levels*

IMMORTAL, THE (EA) £39.99

Top-notch arcade adventure with gloriously gory graphics and nicely weighted gameplay. Loads of magic, monsters and hordes of gold and goblins. **80%**

▲ *Big play area, loads of atmosphere and action*
▼ *The wizard looks like a ponce*

INSECTOR X (IMPORT) £35

Quality gameplay as you bug-spray your way through levels of insects. The backgrounds are superb and the sound's not bad either. **80%**

▲ *Marvellous gameplay and it looks great*
▼ *Some levels are too big*

ISHIDO: THE WAY OF THE STONES (IMPORT) £35

Oriental board-game where you have to match up shapes and colours of stones randomly pulled from a bag. Something of an acquired taste. **72%**

▲ *Pretty and a good version of a tile game*
▼ *Not one for the bloodthirsty*

JAMES BOND THE DUEL (DOMARK) £39.99

Take on the role of 007 in this fun platform shoot'em-up. Good for a while but rather small and too easy. Enjoyable. **75%**

▲ *Good fun, nice animation of the main sprite.*
▼ *No real challenge*

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99

This has to be seen to be believed. It is so crap it is worth renting just to see how awful it is. **12%**

▲ *Quality crowd noises*
▼ *Its mere existence*

JAMES POND (EA) £39.99

The first installment in the ever popular James Pond saga. Cute as hell platformer where you swim around collecting things. Great fun, but drags after a while. **79%**

▲ *Cute, cuddly and full of fun*
▼ *Lacks variety in the gameplay*

JAMES POND 2: ROBOCOD (EA) £39.99

The second installment sees a half metal Pond trying to stop Dr Maybe from taking over Santa's toy factory. Better than the original. **87%**

▲ *Superb levels designs and wacky graphics*
▼ *Might elicit the odd 'joypad through the window' moment*

JEWEL MASTER (SEGA) £34.99

Some nonsensical platform beat'em-up where you switch rings to use different weapons. **40%**

▲ *Intro music's quite nice*
▼ *Essentially useless in the great scheme of things*

JOE MONTANA FOOTBALL (SEGA) £34.99

It had to match up to John Madden to compete and frankly it didn't. Fewer plays, poorer graphics and an absolute cinch. **52%**

▲ *Diverting for two players*
▼ *Never a match for Madden*

JOE MONTANA 2 (SEGA) £34.99

Someone didn't learn their lesson because this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**

▲ *Attractive and playable*
▼ *Speech is eventually repeated*

JOE MONTANA 3 (IMPORT) £35

New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**

▲ *Good fun for a while*
▼ *Too similar I'm afraid*

JOHN MADDEN FOOTBALL (EA) £39.99



What a corker. Unputdownable, excellent control system and a bundle of plays. **75%**

▲ *Time flies when playing*
▼ *Find the right couple of plays and you'll beat nearly every team*

JOHN MADDEN 2 (EA) £39.99

New pitch textures, new plays and

new formations and it is better than the original. **85%**

▲ *Job-threatening stuff as you call in sick for three days running*
▼ *An update not a sequel*

JOHN MADDEN '93 (EA) £39.99

Another update of the nauseatingly successful Madden series. New stats, new presentation. **88%**

▲ *Just as good as before*
▼ *Awful speech*

JORDAN Vs BIRD (EA) £34.99

Good looking but very boring one-on-one basketball. If you've ever yawned when they play this in the movies you'll snore playing this. **40%**

▲ *Pass*
▼ *Akin to being starved to death*

JUNCTION (IMPORT) £30

One of those marble trap thingies based on an obscure coin-op. Slide grooved blocks to make a path for the marble to roll down. **64%**

▲ *It is addictive and incredibly simple*
▼ *You'll loathe the intro tune*

KAGEKI (IMPORT) £30

Unplayable, but it looks and sounds really great. Standard beat'em-up fare which offers nothing new. **20%**

▲ *There are a number of comical graphics*
▼ *You'll need amphetamines to stay awake through this one*

KID CHAMELEON (SEGA) £39.99

As platforms go it's hard to beat this one on size if not playability. A kid races around wearing different helmets to give him different powers. Difficult as well. **81%**

▲ *Size and variety of levels*
▼ *Too hard for some gamers*

KING'S BOUNTY (EA) £39.99

Visually drab and aurally underwhelming but there's a stonking great RPG in there as well. Not for the casual RPGer. **50%**

▲ *Massive with lots of RPG fun*
▼ *Hardly a work of art*

KLAX (TENGEN) £34.99

Catch the coloured tiles to make matching lines. Not as good as Columns or Tetris but alright. **74%**

▲ *That falling tile gameplay which never fails to amuse*
▼ *Never gets a sweat going*

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99

The murderous clown from Springfield has to trap rats in a cross between Lemmings and mah-jong. **80%**

▲ *The size and the graphics*
▼ *You really could throttle the little bastard sometimes*

LAKERS Vs CELTIC (IMPORT) £35

From EA in the US this was its first full basketball game and jolly good fun it is in two-player mode where it catches the end to end atmosphere perfectly. One-player is dull. **65%**

- ▲ Great with a friend and some top graphics
▼ It all gets a bit boring

LAST BATTLE (SEGA) £34.99

Ninja kung-fu karate drivel that irritates immediately. **40%**
▲ Shows how not to program
▼ People bought it

LEMMINGS (SEGA) £39.99

Fun, fun, fun. Save the lemmings from death, build bridges, destroy anything that gets in the way throughout the 180 levels. The most original and addictive game for a long time. Simply brilliant. **92%**
▲ Password system, massive game, good graphics, lots of fun
▼ Slight screen flicker in two-player mode

LHX ATTACK CHOPPER (EA) £39.99

Reasonable flight sim that puts the player in charge of a powerful helicopter. 3D polygon graphics and a 'create mission' option add up to a thumbs up. **84%**
▲ Varied gameplay, good graphics
▼ Lack of wide appeal

LOTUS TURBO CHALLENGE (EA) £39.99

Nifty little driving sim that was one of the first MD games to feature two-player split screen. Drags a bit in one player. **91%**
▲ Fast action, great graphics
▼ A little tedious.

MARVEL LAND (IMPORT) £40

The fast moving Wonderboy gameplay combined with grade A graphics, not to mention more pick-ups than you care to name. **80%**
▲ Hours of play in gorgeous environment
▼ Well, the sound's not brilliant

MI-ABRAMS BATTLE TANK (SEGA) £39.99

Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. Loads of missions make this one of the best. **68%**
▲ Easy to get into, but not too simple
▼ Scenery is a bit quiet

MAGICAL FLYING HAT TURBO (IMPORT) £35

Graphically stupendous platform action that is addictive to a near narcotic level. **84%**
▲ Looks marvellous and plays like a dream
▼ Not enough mindless violence

MAGICAL TALURUT (IMPORT) £35

Totally weird walking shoot and punch outing featuring a midget wizard. Clearly programmed by someone with a history of hallucinogenic drug abuse. **77%**
▲ Novel ideas, pretty graphics
▼ Short and gets hard too soon

MARBLE MADNESS (EA) £39.99

The classic coin-op of yesteryear. Guide a marble around while

avoiding monsters. Two-player is a real giggle. **69%**
▲ Frantic yet basic action
▼ It gets frustrating eventually

MARIO LEMIEUX HOCKEY (SEGA) £39.99

Stands well on its own as a side-on ice hockey game, but when it's up against EA Hockey then it can only ever come second. **79%**
▲ Excellent tournament mode
▼ Lacks atmosphere

MEGAPANEL (IMPORT) £30

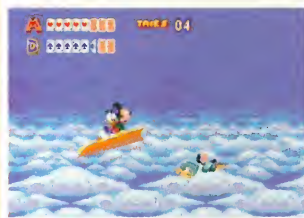
Slide panels around to make a combination that'll disappear leaving room for the new ones coming in at the bottom. Very odd. **49%**
▲ The two-player game induces panic
▼ Too complex by half

MERCS (SEGA) £39.99

Hmm, I'm afraid this is dull formulaized shoot'em-up stuff that really shouldn't be done anymore. Ah well. **13%**
▲ Mindless violence
▼ It's shit

MICKY AND DONALD (SEGA) £39.99

Disney's two faves help each other out in this sumptuous platform game. A bit easy but you can't fail to love it. **86%**
▲ Looks and plays really well
▼ Too easy



MIDNIGHT RESISTANCE (IMPORT) £38

A conversion with dodgy graphics as you fire loads of weapons at loads of things with loads of weapons. **60%**
▲ More mindless violence
▼ Tricky controls

MIGHT AND MAGIC: GATEWAY (EA) £49.99

Expensive but huge RPG. The graphics are naff, the encounters controls are a bit duff and as for the sound...Despite all this you could practically drown in it. **64%**
▲ Bloody massive
▼ Doesn't anyone think RPGs need graphics?

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95

Who the hell is Mike Ditka and didn't he realise if you can't better John Madden, You might as well forget it. **30%**
▲ Two-player saves the day
▼ He's got a silly name

MONDU'S FIGHT PALACE (IMPORT) £35

Mondu's Shite Palace more like. Incredibly awful karate-wrestling thing that should never have seen

the light of day. **32%**
▲ Erm, novelty value?
▼ Gives the MD a bad name

MOONWALKER (SEGA) £34.99

Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well animated platform game. **64%**
▲ Brilliant fun and very playable
▼ More variety needed

MUSHA ALESTE (IMPORT) £30

Average vertical shoot'em-up with nothing to make it stand out. **52%**
▲ Fairly easy
▼ Why bother?

MYSTIC DEFENDER (SEGA) £34.99

The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. **52%**
▲ Interesting visuals
▼ Wears thin after a while

NEW ZEALAND STORY (IMPORT) £35

Fabulous coin-op conversion that is one of the best platform games around. Cute enough to make even the hardest stomach turn. **84%**
▲ You'll never put it down
▼ And thus ruin your life

NHLPA '93 (EA) £39.99

Updated version of EA Hockey, fast, furious and loads of fun. Playing in two-player a must, so get yourself a copy now. **86%**
▲ The complete game
▼ Erm...none really

ONSLAUGHT (BALLISTIC) £39.99

Formulaic blasty thingy with so-so graphics and repetitive aliens. **42%**
▲ Mildly diverting for small children
▼ Largely a waste of money

OLYMPIC GOLD (US GOLD) £39.99

Spending £40 on a device for breaking your joypad never struck me as a good idea. It's all over fairly soon, but there's an unusual array of events. **78%**
▲ It'll raise a sweat with anyone
▼ Sore fingers, too small, sore fingers, swimming's a nightmare, sore fingers

OUTRUN (SEGA) £34.99

Racing game that has seen better days, in this case about 1986 when the coin-op - very average - appeared. **24%**
▲ Funny when the car flips
▼ Insomniacs sign here

PAC-MANIA (DOMARK) £34.99

3D version of the old fave with all the ghosts and power pills of the original. **64%**
▲ A good giggle for a quiet night
▼ Seen it all before really

PAPERBOY (DOMARK) £34.99

Ride your BMX through suburban America, or was it Beirut? One of those classic coin-ops **52%**

- ▲ Arcade perfect
▼ That's part of the problem

PGA TOUR GOLF (EA) £39.99

Don't waste your time reading this, just get out and buy it. Was the definitive golf game on the MD. **81%**

- ▲ Incredibly playable
▼ Some ropy intro graphics

PHANTASY SOLDIER 3 (IMPORT) £35

Sort of a hack and shoot-type affair very Strideresque, but this just has the edge. Nice between level sequences as well. **62%**
▲ Looks good and plays better
▼ Tricky...tricky...

PHANTASY STAR 2

A huge battery backed-up RPG that set the standard for others. **81%**
▲ You'll be there for weeks
▼ Bloody hard

PHANTASY STAR 3

Bigger and better than number two, difficult to believe, I know. It's got really good graphics! **82%**
▲ Good looking very playable
▼ Daunting at first

PHELIOS (SEGA) £34.99

Mundane little vertical shoot'em-up that shoots its load too early by giving a level select option. **71%**
▲ Nice gameplay touches
▼ It's all over so quick

PIT-FIGHTER (DOMARK) £39.99

Two-player option saves this reasonable one-on-three beat'em-up from obscurity. Digitized graphics don't quite work. **30%**
▲ You can't beat smashing a chair over a mate
▼ Dead boring on your own

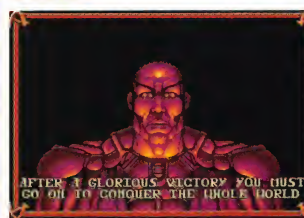
POPULOUS (EA) £39.99

You are God, the Man, the Big Cheese. **90%**
▲ Very addictive
▼ The power can go to your head

POWERBALL (IMPORT) £35

Tragically duff Speedball clone that loses all the good bits in an attempt to be different. Just buy Speedball 2. **48%**
▲ Makes SB2 look even better
▼ How long have I got?

POWERMONGER (EA) £39.99



Massive strategy and war game. Build up your army, attack, defend, use diplomacy, manage farms. Everything for the novice or the expert is here. **87%**
▲ Hours of engrossing play.
▼ Not enough variety or fighting

PREDATOR 2 (ARENA)

£34.99
Very average shoot'em-up. Rather small and too easy. Predator ship stage is the only challenge. **65%**
▲ Addictive
▼ Far too small. Lack of challenge

QUACKSHOT (SEGA) £39.99

Brilliant everything'em-up with Donald Duck in the driving seat. Run, shoot and quack through some great levels. **87%**
▲ Does everything marvellously
▼ Again no naked women. Cuh!

RAIDEN TRAD (IMPORT) £40

Graphically impressive vertical blaster with phenomenal power-ups, all sorts of enemies, a great challenge and very playable as well. **81%**
▲ Excellent presentation
▼ Gameplay is a little limiting

RAINBOW ISLANDS (IMPORT) £39.99

Sickeningly cute platform game. Lob rainbows at the bad guys as you jump up through layers of meanie filled platforms. **83%**
▲ Incredibly playable
▼ It's a bit pukey

RAMBO 3 (SEGA) £29.99

Overhead multi-directional scrolly shoot'em-up starring Rambo and a variety of large guns. Adequate gameplay, an average blast. **47%**
▲ Better than average sound
▼ Game style is a bit old hat

RASTAN SAGA 2 (SEGA) £29.99

Hack 'n' slash barbarian basher. **48%**
▲ Beat'em up junkies will love it
▼ ... A good job, no one else will

RBI BASEBALL 4 (TENGEN) £34.99

Brilliant conversion that knocks all other baseball sims for six. Good animation and nifty features. **87%**
▲ Good gameplay, nice graphics
▼ Takes forever to reach the World Series

REVENGE OF SHINOBI (SEGA) £34.99

Sequel to the brilliant Shinobi with some fabbo graphics and sound. **81%**

- ▲ Fantastic presentation and excellent gameplay
▼ Erm, none really

RINGSIDE ANGEL (IMPORT) £34.99

Wrestling game involving scantily clad girls beating the crap out of each other. Awful gameplay, but a wonderful subject matter. **45%**
▲ Hmm, half-naked women!
▼ It's a completely crap game

RINGS OF POWER (EA) £49.99

Unfortunately this is a distinctly poor RPG with a very bad control system. **51%**
▲ Quests are quite

interesting

▼ **Graphics are jerky, controls are bad and the game is too dear**

RISKY WOODS (EA) £39.99

You're a Knight walking through average levels firing average weapons at average enemies.

55%

▲ **It looks quite good**
▼ **Shallow gameplay**



ROAD RASH (EA) £39.99

3D motorcycle racing game with some rather novel ideas! Beat the crap out of your opponents.

78%

▲ **Superb animation and fun gameplay**
▼ **No two-player option**

ROAD RASH 2 (EA) £39.99

Brilliant follow up to the original. Play at hooligans on motorcycles. All done in the best possible taste. Good two player.

84%

▲ **Great fun**
▼ **Little variety**

ROLLING THUNDER 2 (IMPORT) £39.99

Huge scrolling platform game based on the ancient Atari coin-op. Play a spy as you try to knock out the evil henchmen.

82%

▲ **The gameplay is addictive**
▼ **The graphics are awful**

ROLO TO THE RESCUE (EA) £39.99

An elephant has to rescue his friends from the evil Ringmaster. Big but it goes on a bit.

66%

▲ **Big and you can control different characters**
▼ **Too long**



SAINT SWORD (IMPORT) £34.99

Multi-directional scrolling hack 'n' slash job.

37%

▲ **Seven decent sized levels**
▼ **It's bobbins**

SHADOW BLASTERS (IMPORT) £29.99

Distinctly poor scrolling beat'em-up. Looks crap and it is crap.

34%

▲ **None**
▼ **As appealing as cold sick**

SHADOW DANCER (SEGA) £34.99

Wicked ninja game based on the hit arcade machine. One man and

his dog take on the evil hordes in this scrolling beat'em-up.

84%

▲ **Brilliant graphics and terrific gameplay**
▼ **I don't like dogs**

SHADOW OF THE BEAST (EA) £39.99

Visually awesome game converted from the Amiga classic. It's crap, but it's a nifty way of showing off the Mega Drive's abilities.

62%

▲ **Looks gobsmackingly good**
▼ **Plays gobsmackingly badly**

SHADOW OF THE BEAST II (EA) £39.99

Incredible graphics, impressive sound, but excuse me can I have a more of a game please?

60%

▲ **Excellent presentation**
▼ **Too hard and its tiny**

SIDE POCKET (IMPORT) £34.99

Dreadful attempt to bring pool to the MD.

30%

▲ **Females on the intro screen**
▼ **The complete game**

SHINING IN THE DARKNESS (SEGA) £44.99

Stonking RPG with brilliant graphics and truly deep gameplay. One of the best games of this type.

72%

▲ **Fantastic graphics and superb puzzles**
▼ **Too much aimless wandering**

SONIC THE HEDGEHOG (SEGA) £34.99

Obscure scrolling platform game starring a blue hedgehog. Apparently it sold quite well.

85%

▲ **Great graphics and sound**
▼ **Levels are far too easy**

SONIC THE HEDGEHOG 2 (SEGA) £39.99

The sequel to a really obscure platform romp. Sonic is joined by Miles in this bigger, speedier game.

93%

▲ **Miles is one wicked dude**
▼ **It's not a significant improvement over the first game**

SPACE HARRIER 2 (SEGA) £34.99

Good conversion of the 3D arcade blaster.

48%

▲ **Fast 3D graphics**
▼ **Gameplay is a little thin**

SPACE INVADERS '90 (IMPORT) £29.99

Graphically enhanced version of the original shoot'em-up. Space Invaders with frills.

64%

▲ **A good conversion**
▼ **Only the graphics have been brought up to date**

SPEEDBALL 2 (VIRGIN) £39.99

Futuristic sports sim with bags of violence. Look and plays great, particularly in two-player.

78%

▲ **Fantastic graphics and superb sampled sound**
▼ **You really need two players**

SPIDERMAN (SEGA) £29.99

Mediocre platform game that offers nothing new. Reasonable fun, but

you'll soon tire of it.

64%

▲ **Wickedly moody soundtrack**
▼ **Very little lasting appeal**

SPLATTERHOUSE 2 (IMPORT) £39.99

Gory scrolling beat'em-up. Once you've got over the novelty of chopping up babies with a chainsaw you'll hate it.

72%

▲ **Novel gory graphics**
▼ **Very weak gameplay**

STAR CONTROL (BALLISTIC) £39.99

Huge strategy game that has been squeezed onto an 8 meg cart. Ideal for those who like a bit of strategy without too much brain drain.

68%

▲ **Neat graphics and fun gameplay**
▼ **Blend of arcade and strategy alienates fans of both styles**

STAR CRUISER (IMPORT) £34.99

Vertical shooter with Q & A section between levels. Utterly unplayable unless you speak Japanese.

47%

▲ **None whatsoever**
▼ **It's bloomin' foreign innit?**

STARFLIGHT (EA) £39.99

An interesting blend of trading, adventure and blasting that spans a massive virtual universe. Far too big for its own good.

56%

▲ **Great idea...**
▼ **...Shame about the implementation**

STEEL TALONS (IMPORT) £35

Slow, turgid, depressing helicopter sim that Domark will be releasing officially this year.

55%

▲ **Faithful arcade conversion**
▼ **You could make tea in between screen updates**



STORMLORD (IMPORT) £34.99

Very good looking platform game from British developer 21st Century. Looks and plays a bit like Ghosts and Goblins.

75%

▲ **Superb presentation**
▼ **Inconsistent difficulty levels**

STREET SMART (IMPORT) £29.99

Utterly nob conversion of Fighting Street arcade game. Limp gameplay and crap graphics.

36%

▲ **Not today thank you**
▼ **The game**

STREETS OF RAGE (SEGA) £34.99

The definitive Mega Drive beat'em-up in the style of Double Dragon. Looks great and has brilliant moves. The way you can call up artillery support as a classic of our time.

79%

▲ **Wonderful presentation**
▼ **A bit too easy**

STREETS OF RAGE II (SEGA) £44.99

Brilliant sequel to a quality original. Bigger graphics, much bigger levels. Superb.

91%

▲ **Excellent presentation and gameplay**
▼ **Best as two-player**



STRIDER (SEGA) £44.99

Horrendously expensive multi-directional scrolling beat'em-up. Lovely graphics and top sound.

78%

▲ **Excellent arcade conversion. Looks superb**
▼ **Too bloody expensive!**

SUPER AIRWOLF (IMPORT) £34.99

Absolutely nothing to do with Airwolf. Pilot your chopper through the jungle blowing everything up.

65%

▲ **Surprisingly playable**
▼ **The presentation is awful**

SUPER FANTASY ZONE (IMPORT) £35

Very odd this one. You play a spaceship who has to avenge its father's death by shooting vegetables.

86%

▲ **Lots of lovely pastel graphics**
▼ **Very rare in this country**

SUPER HANG ON (SEGA) £34.99

Excellent conversion of the 3D arcade Bike Racer. Great graphics and boostin' sound.

72%

▲ **Presentation is quite superb**
▼ **Gameplay is a little lacking**

SUPER HIGH IMPACT (IMPORT) £34.99

Interesting American football sim ideal for beginners. No way near up to John Madden standards.

68%

▲ **Ideal for beginners**
▼ **Not enough plays**

SUPER HQ (IMPORT) £34.99

This is a new version of an old theme, three different vehicles in which to chase the criminals who can actually shoot back. Wears thin very quickly.

40%

▲ **Fun for about 15 minutes.**
▼ **Tedious for longer.**

SUPER HYDLIDE (SEGA) £29.99

Fantasy role-playing game with drab graphics and dim plot. Puzzles are involved so adventure buffs'll love it.

65%

▲ **Very involved gameplay**
▼ **Only RPG nut-jobs will like it**

SUPER LEAGUE BASEBALL (SEGA) £34.99

An adequate baseball sim that doesn't quite make the mark. It is no way near as good as RBI 4.

48%

▲ **Reasonably playable**
▼ **Has no ZING!**

SUPER MONACO GP (SEGA) £34.99

Good quality coin-op conversion. Adequate graphics and reasonable joypad response.

68%

▲ **Reasonable graphics**
▼ **Beginning to show its age a bit**

SUPER MONACO GP 2 (SEGA) £39.99

Updated game, but this time it's got Ayrton Senna's name on it. It is slightly better.

73%

▲ **Some nice digitized pics**
▼ **Joypad response is a bit sluggish**

SUPER OFF ROAD (BALLISTIC) £34.99

Old fashioned 'round and round'-type racing game with teeny-weenie graphics. Very playable!

68%

▲ **Very playable indeed**
▼ **Graphics are too small**

SUPER REAL BASKETBALL (SEGA) £34.99

Playable basketball game with some wicked close ups of your shots.

64%

▲ **Corking graphics**
▼ **You really need two players**

SUPER REAL VOLLEYBALL (SEGA) £34.99

2D graphics are pap and gameplay is drab. Yah-boo sucks.

65%

▲ **The only volleyball game**
▼ **Looks crap and plays worse**

SUPER SMASH TV (FLYING EDGE) £34.99

Dreadful conversion of the old arcade classic. Blow away thugs and mutants to win prizes.

33%

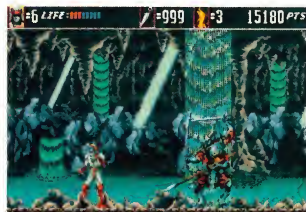
▲ **Two-player game amusing**
▼ **Incredibly boring and dull**

SUPER SHINOBI II (SEGA) £39.99

Bloody fabulous ninja game that has to be in everybody's collection. New moves and new magic. Buy it!

93%

▲ **Huge amount of moves, great to play**
▼ **Some moves are a bit fiddly**



SUPER THUNDERBLADE (SEGA) £34.99

An adequate version of the arcade hit. Pilot your chopper through the cities blowing up bad guys.

59%

▲ **Graphics are quite nice**
▼ **Gameplay is a bit poor**

SWORD OF SODAN (EA) £39.99

Amiga conversion that failed. Epic beat'em-up that's boring. Good graphics but that's it.

40%

▲ **Looks nice**
▼ **Pity it doesn't play very well**

SWORD OF VERMILLION (SEGA) £49.99
One of the better RPG. Looks nice, big maps, plays well. **67%**
▲ One of the best
▼ It costs nearly £50!

TASK FORCE HARRIER-EX (IMPORT) £35
Frantic shoot'em-up, but hardly great. A finish in a day job! **30%**
▲ So many enemies
▼ ...They're all crap

TAZ-MANIA (SEGA) £39.99
Wonderful looking platform game. Great graphic, sound, animation and backgrounds. **85%**
▲ Looks ace
▼ Not enough to gameplay

TEAM USA BASKETBALL (EA) £39.99
Another updated game, this time Bulls Vs Lakers becomes Team USA. Attempt to win a Gold medal at the Olympics. **62%**
▲ Two-player game good laugh, nice graphics
▼ No variety. Too easy

TECHNOCOP (IMPORT) £29.99
Impossible Mission-type platform game with drivey bits. An ambitious project that hasn't paid off. **63%**
▲ Great idea...
▼ Bad presentation

TECHNO SOCCER (IMPORT) £35
Dire attempt by the Japanese to make a game out of our national sport. **10%**
▲ The captain can catch fire(?)
▼ Induces suicidal tendencies



TERMINATOR (VIRGIN) £34.99
Great presentation, but under all the frills it's nothing more than a weak platform shoot'em-up. **63%**
▲ Stunning visuals
▼ The game is far, far too easy

TERMINATOR 2 (ARENA) £39.99
Menacer compatible shoot-em-up based on the arcade machine. Great fun, good atmosphere and the best Menacer game about.. It isn't quite so good with just the controller though **85%**
▲ Fast moving action
▼ Needs Menacer for full potential



TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
Drive lots of fast cars in this 3D driving game. **68%**
▲ Some wicked cars
▼ Screen update can't keep up

THUNDER FORCE II (SEGA) £39.99
Wicked shoot'em-up. Eight way scrolling job. Plays great! **82%**
▲ Very playable
▼ Graphics are a bit poor

THUNDER FORCE III (SEGA) £39.99
Horizontal scroller with some WICKED graphics. A classic. **85%**
▲ Amazing graphics
▼ Very hard levels

THUNDER FORCE IV (SEGA) £39.99
What? Another one? The pick of the bunch this one. Amazing graphics and wicked gameplay. **94%**
▲ Gobsmacking graphics
▼ Again, no topless totty

TIGER HELI (IMPORT) £34.99
Vertically scrolling chopper blaster (oo-er!). Good visuals, great gameplay. Try it! **78%**
▲ Looks nice, plays well
▼ A bit hard to get hold of

TOEJAM AND EARL (SEGA) £39.99
Scrolling adventure where you control the two dudes as they try to rebuild their spaceship. Neat game - crap visuals **72%**
▲ Lots of humour in there!
▼ The graphics are poo

TOKI (SEGA) £34.99
Wicked platform game. Guide your ape through loadsa levels. **69%**
▲ Great graphics. Massive levels
▼ Gameplay is a tad dull

TORA! TORA! (IMPORT) £34.99
Looks a bit like Flying Shark, but not as playable. **53%**
▲ Ideal for younger players
▼ Far too easy for anyone else

TOXIC CRUSADER (IMPORT) £35
Crap beat'em-up featuring this chap with the worst skin problem since the Singing Detective. **43%**
▲ He uses a mop
▼ Bloody dull



TURBO OUTRUN (SEGA) £34.99
Race around California in your open top Ferrari. Awful. **12%**
▲ Nope
▼ You name it, it's got it

TRAMPOLINE TERROR

(IMPORT) £29.99
Overhead scrolly puzzler-type thing. Addictive gameplay. **41%**
▲ Nice graphics, nice gameplay
▼ It's nothing more than nice

TROUBLE SHOOTER (IMPORT) £39.99
Very slick shoot'em-up starring two babes. **61%**
▲ Fantastic visuals
▼ Girlies don't get their kit off

TRUXTON (SEGA) £34.99
Vertical shooting and lots of guns. Dated but very playable. **78%**
▲ Bold graphics
▼ Not awfully original

TWIN COBRA (IMPORT) £29.99
Vertically scrolling shoot'em-up with helicopters. **39%**
▲ Reasonably playable
▼ Gets very boring after a while

TWIN HAWK (SEGA) £34.99
If I see another scrolling shooter I think I'll scream... ARGHHH! **41%**
▲ You pilot three planes at once
▼ So boring it's untrue!

TWINKLE TAIL (IMPORT) £35
Walking shoot'em-up with loads of different weapons. Good, but not that good. **78%**
▲ Well balanced difficulty and as good as a lot of others
▼ Never truly original

TWO CRUDE DUDES (SEGA) £34.99
Tough opposition in this one-on-one beat'em-up. Enough challenge for the experienced player **86%**
▲ Grotesque graphics
▼ Iffy sound effects

UNDEADLINE (IMPORT) £35
Vertical walking blaster stuff full of weapons and power-ups. **86%**
▲ Some gruesome guardians
▼ Not exactly original

UNIVERSAL SOLDIER (BALLISTIC) £34.99



An old Amiga platform/shooty classic gets renamed to cash in on the Muscles from Brussels success. **60%**

▲ Interesting weapons
▼ Game shows its age

ULTIMATE TIGER (IMPORT) £37.99
Scrolling shoot'em-up which yet again offers nothing new. **32%**
▲ Nuffink
▼ Uninspired

VALIS 3 (IMPORT) £30
Vertically scrolling slash'em game - at least you don't shoot anything! Stunning visuals and corking

sound. **48%**
▲ Wicked presentation
▼ A bit too hard in places

VERYTEX (IMPORT) £35
Scrolling shoot'em-up with massive end of lev...ZZZZZZZZ **53%**
▲ Above average sounds
▼ Nothing original about it

VOLFIED (IMPORT) £24.99
Paint the screen by drawing lines and filling in the gaps. **72%**
▲ Wicked gameplay
▼ Crap presentation

WANI WANI WORLD (IMPORT) £35
Based around an ancient two-player coin-op with the most garish graphics ever seen. Weird! **79%**
▲ Mildly addictive
▼ Migraine inducing graphics

WARDNER (IMPORT) £34.99
Alex Kidd-type platform game with very twee presentation. **48%**
▲ Looks OK
▼ No originality

WARDNER SPECIAL (IMPORT) £34.99
Stonking coin-op conversion of this storming platform shooter. Nothing to do with the above game. **53%**
▲ Arcade quality visuals
▼ Longevity score is a bit weak

WARRIOR OF ROME (IMPORT) £39.99
Completely wicked and playable strategy war game. **74%**
▲ Easy to get into
▼ Not for experienced players

WARRIORS OF THE ETERNAL SUN (IMPORT) £35
Daunting D&D RPG. Rated by aficionados, but no one else! **65%**
▲ Good variety
▼ Long periods of nothing

WHERE IN TIME IS CARMEN SANDIEGO (EA) £49.99
Educational detective game that teaches history. You even get an encyclopaedia with it! **74%**
▲ Very good fun indeed
▼ Presentation is a bit weak. It's also expensive

WHERE IN THE WORLD IS CARMEN SANDIEGO (EA) £49.99
Same as above but with geography and trivia-type general knowledge. You get a wicked World Almanac in the package! **85%**
▲ Good fun. Very educational
▼ A bit 'samey'

WHIPRUSH (IMPORT) £19.99
Pleasant little average type shoot'em-up thingy. **61%**
▲ Looks OK
▼ It's yet another shooter

WONDERBOY 3 (SEGA) £34.99
Scrolling collect'em-up. Totally completely and utterly dire. **27%**
▲ None

▼ C'mon Sega, we're not stupid

WORLD CLASS LEADERBOARD (US GOLD) £39.99
The best 3D golf game on the Mega Drive. Smashing graphics, wicked speech and brilliant courses make it a must! **82%**
▲ The best golf game yet!
▼ You've got to like golf

WORLD CUP ITALIA '90 (SEGA) £29.99
A pretty naff footie sim. One of the worst we've seen. **55%**
▲ None really
▼ It's crap

WRESTLE WAR (SEGA) £34.99
A poor attempt at cashing in on the WWF craze. **59%**
▲ Not a bad beat'em-up
▼ Not a good beat'em-up

WWF (FLYING EDGE) £39.99
Nearly very good wrestling game with all your favourite stars. **69%**
▲ Great graphics
▼ Fights are too short



XENON 2 (VIRGIN) £39.99
The once classic Amiga vertical shooter gets ported across to the Mega. Brilliant conversion of excellent looking game. **72%**
▲ Fantastic presentation
▼ Gameplay is a bit weak

XDR (IMPORT) £34.99
Horizontal scrolling shooter. Gaudy graphics, boring blasting. What you should really go and do is something far less boring instead. There are plenty of interesting things that one can do. **43%**
▲ Erm...Nope
▼ It's another crap shoot'em-up

ZANY GOLF (EA) £39.99
It'd probably be good if you're on drugs, but crazy golf does with hamburgers, windmills and sausages does now for me. **35%**
▲ It's an original idea I suppose
▼ But it doesn't quite work

ZERO WING (SEGA) £39.95
Polished horizontal blaster. Looks great and plays well, but unless you have lot of will power you'll finish it quickly **72%**
▲ One of the best shooters
▼ Infinite continues a pain

ZOOM (SEGA) £29.99
Mediocre puzzle based on Painter. Fill in the squares before the nasties get you. **43%**
▲ Fun for a few minutes
▼ ...Then it gets boring

Send all of your letters, photos and bribes to Mega Phone, MAG, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

HELP

Dear John,

Yes it's me Gerard Hughes, no not Hugher, HUGHES. I'm still saying something about the cursing. In issue two Sonic got 85% I think it should have only got 75% What does shit hot mean? Sonic on the Master System is faster than Sonic on the Mega Drive. Will any of the Master System classics be converted to the Mega Drive? If so when? Why don't Sega get together with Nintendo and make a console called the MegaNES?

PS My Dad likes Desert Strike so why don't EA make a second?

PPS Your mag is brilliant.

Gerard Hughes, Co Down.



John: *Shit hot is a vulgarism used to indicate when something is rather good – ie Desert Strike is a shit hot game.*

Easy eh? Just don't use it around your Dad, eh?

The chances of Sega and Nintendo ever getting together to make a console is about as likely as the Queen starring as a naked centrefold in Playboy. The two companies are far from being the best of buddies so your dream MegaNES is hardly an idea that will be pounced upon.

Desert Strike II is something which everyone has been whining on about for ages. But now they can stop because EA has announced that the sequel, Jungle Strike, will be out on 18 June '93. For more information see the news page 8.

STOP MAKING SENSE

The letters below represent what I, you and probably every other sensible reader thinks. I have toned down my

MEGA PHONE

thoughts so they are printable.

GET A LIFE (1)

I have an analogy for Mr Anonymous (Dec issue) If you didn't like horror movies and one appeared on the telly what would you do? Most intelligent people would either switch off or over. So if 0898 numbers are, in your view, a waste of money, then don't ring them. Of course you won't win any prizes but no one's forcing you to dial.

With regard to the swear words, it's not as if the editorial staff consists of Bernard Manning and Jim Davidson it? Anyway you have a choice, no one is forcing you to read it are they? Oh yes, why don't you just p*** off and get an education you sad person. Write to Mary Whitehouse about that!

GET A LIFE (2)

Is it my imagination or are most Sega owners moaning unintelligent gits? I have some advice for Mr Austin, issue four. It is obvious that the reviews are a guide and an insight into the games. When you visit your retailer you should test a game and use your common sense. Only then can you make a decision whether or not to buy it. If a motoring magazine slate a particular car then it doesn't mean it isn't your dream machine, need I go on? What are you? Some sort of lemming? Cheers!

JA Dashwood, Bournemouth.



Gerry: *I think anyone reading will get the point of this. However everyone is entitled to their opinion. Harsh language is obviously a matter people are understandably concerned about, especially parents of younger readers. No matter what, children will pick up more swear words from the playground than magazines, whichever school they attend.*



John: *Groan, groan, groan. Hasn't anyone got anything even remotely interesting to talk about? Yes, we occasionally pop the odd swear word in. Yes, people tend to moan about things. So what? I hope this letter is the last in the backstabbing whiny old git brigade.*

You've all got the same machine, you all buy this mag. This means you've got two things in common. That's two things more than a lot of other people in the world (That was very philosophical wasn't it?) If you want to moan, moan about something else. Please!

AUNTIE JOHN

Dear John

This reads more like an agony aunt letter...Anyway I do have a problem though. I am thinking of buying a Mega Drive. One thing's on my mind though: I used to own an Amiga but

sold it as soon as they mentioned the new Amiga 1200 - 32 bit, PC quality graphics, even better sound? 68000 chip/processing speed. Seventeen times faster than ye olde Amiga and 2 meg standard memory.

But wait, the Mega Drive looks great. Good graphics, sound and games. I hope to buy one before Christmas but my question is this, will there be a 32 bit Super Ultra Mega Drive coming to take the place of the 16 bit or does the future lie with the Mega-CD? If there's no sign of the 32 bit coming out I'll go for the 16 bit. Oh by the way, do you all actually resemble your cartoon portraits? You should be in games.

Yours

Robin Groat, Edinburgh.



John: *Don't be fooled by the fancy new Amiga, it may be amazing in terms of spec, but it has a lot of trouble running the majority of old Amiga games. It's effectively a totally new machine.*

As for the replacement for the Mega Drive, I'm sure you checked out our feature about the possibility of a Sega Virtual Reality machine last issue, this could well be the much fabled Giga Drive.

For the time being though, the Mega-CD is sure to fill the gap in the Sega market for quality games with

snazzy graphics and sound. Look out for it in February.

SOS

Dear Anyone,
Please, please can anyone give me some cheats or tips for Shining in the Darkness? I have been playing this very frustrating game for nearly five months. I am currently exploring level four and five on the Labyrinth, having found all the light armour and weapons. Are there any more items on these levels which could be any use to my exploration?

Also I would be very grateful if anyone could print or send me the maps for level four and five showing useful items, trap doors or where Dark Sol himself is. Also is there a way you can enter the Labyrinth from the start instead of level one.

Yours in frustration
Lee, Erith, Kent.



Dave: Unfortunately we don't have the room to show you the last two levels and the same goes for explaining the location of every item on the later levels. There is however, a solution in issue four, so if you'd like a copy write to the back issues department at Maverick Magazines' main address and we'll promptly send you the full solution, as well as the rest of the mag!

FABRICATION

Dear Megaphone,
I am writing to you because I don't know which magazines to believe. Mean Machines said "Galahad had some excellent 808 statesque tunes" and you said "The sound is a bit goofy." Also Sega Force said that "Smash TV was an amazing game only let down by its difficulty factor" and gave it 91%. You said "This is possibly the most boring shoot'em-up ever" and gave it 33%. Mean Machines and Sega Force also say they are "Britain's best console magazines" I hope this is not true.

Yours faithfully
Jerry Waugh, Cahir, Eire.



John: "Britain's best console magazines" eh? Yes, well quite frankly that's a load of old dangly genitals if you ask me. The tome you are currently reading doesn't have to make idle boasts about its quality - everyone knows how good we are anyway.

As for the games you mentioned I'm sure that if you've ever played Smash TV on the Mega Drive you'd agree that it is indeed a load of boring tedious crap. Quite why Sega Force gave it 91% is beyond me.

As for the tunes in Galahad - if indeed they are 808 Statesque (which I don't think they are) could this possibly explain why they sound a bit goofy?

The whole point of a review is that

it is a personal opinion - try and bear this in mind when you're reading them.

FOOTY FUN

Dear MAG,
I'm writing about football games, I want to know if there will be a football management game for the console? If not, why? I tend to find football games where you just play the game very boring - ie Italia 90.

Also, will there be a Monkey Island for the Mega Drive?
Stephen Spooner, Leicester.



Gerry: Well the bad news is no plans for a football management game exist as far as we know. A half decent footie sim would do me. Sega and Lucas Arts have plans to release Monkey Island on Mega-CD format around easter. No plans exist for a cart version as the game is so huge.

'ORRIBLE MUGS

Dear MAG
I don't want to sound rude, but are you all as ugly as the those cartoon

BACK ISSUES PLEASE!

Dear Sir/Madam
I am writing to you for the second time to know that I am still waiting for your reply about the backdates which I tried to ask for.

Issue one Sept and issue two Oct '92 of Mega Drive Advanced Gaming. How much are they, the cost for both postage and packaging?

Please reply to this as soon you can. Yours faithfully
Mr PJ Nye, E Sussex.



Gerry: OK, let's get this back issue thing cleared up for once and all, God knows we've said this

enough. If anyone wants a back issue simply post us a cheque for £2.50 per issue. Address it to the normal place (you know, the one in the back of the mag) and mark it FAO Sheila MacDuff, Back Issues Department.

I'm sorry that your first correspondence was not answered but I'm sure you can appreciate the amount of mail we receive every day is rather large.

We do our best to reply but, alas the person in charge of the letters department, Victor Weatherspoon, is currently receiving treatment at the drying out clinic, and as a result the mail answering system is up the proverbial spout!

drawings of the team or is this just a piss take?

If you lot really are this ugly then a job at Mean Machines could be yours!
Yours sincerely,
Jason Lewis, Chichester.



Gerry: Get a life you sad specimen, what sort of pervert are you? Staring at cartoon drawings and taking them seriously? I'd seek help if I were you!

STAR LETTER • STAR LETTER • STAR LETTER

POLITICAL WRANGLINGS

Dear MAG,
First of all I would like to say that your mag is utterly brilliant and keep up the good work.

The main reason I am writing is about the Star Letter in issue 2 which was about the price of Mega Drive carts. So I got a pen and a piece of paper and wrote to my local MP for Dudley, Dr John Gilbert. He sent me a letter about 2 weeks later saying he passed the letter to Mr Neil Hamilton (Under Secretary of State for Corporate Affairs)

I received a reply from Mr Hamilton on the 10 November. Attached to this letter is a photo copy of the reply I received,
Yours sincerely
Andrew Ellis, Dudley, West Midlands.



Jools: Indeed here are the two aforementioned letters; one from the said Dr John Gilbert and the other from Neil Hamilton MP. For me to make personal comment on the reply from the Government would be skating on very thin ice indeed. Read it and make your own mind up. Well done Andrew for

actually getting up and doing something rather than the usual complacency. We think you deserve a prize, something's on the way. I hope anyone reading this will learn a thing or two.

Neil Hamilton MP
Parliamentary Under-Secretary of State
for Corporate Affairs

The Rt Hon Dr John Gilbert MP
House of Commons
London SW1A 0AA

19 October 1992

Dear John

Thank you for your letter of 6 October, enclosing a letter from Mr Ellis about the price of Sega and Nintendo games.

In general the Government takes the view that the price a seller chooses to set for a particular product or service is a matter solely for his or her own commercial judgement. The Government do not believe that it is their function to intervene in the commercial decisions of companies, or to regulate the general level of prices by, for instance, some form of price control. Such action would only serve to create distortions in competition, restrict the ability of business to respond effectively to changing market conditions and place further burdens on business. The inefficiencies and extra costs that would result from this would ultimately have to be paid by all consumers. It was for this reason that the Government abolished price control in the Competition Act in 1980.

I hope that this is helpful in understanding the Government's position.

Should you, or Mr Ellis, wish to explore the specific reasons underlying the prices of Sega and Nintendo games, I would suggest that you or he contact the companies in question.

Yours ever

Neil

NEIL HAMILTON

dti

the department for Enterprise

HOUSE OF COMMONS
LONDON SW1A 0AA

For Rt Hon Dr John Gilbert, MP
(Under Seat)

Switchboard 071-219 2000
Secretary 071-219 2001

Our Ref: 92/E / November 1992

Mr. A. Ellis,
55 Russells Hall Road,
Dudley
West Midlands.

Dear Mr. Ellis,

I enclose the letter of reply which I have now received from Neil Hamilton MP, Parliamentary Under-Secretary of State for Corporate Affairs. This is in response to the representations I made on your behalf regarding the cost of Sega and Nintendo games. I have noted what the Minister has to say with regard to the abolition of price control. I hope that this reply is of some interest, at least in clarifying the situation for you.

Yours sincerely,

Neil Hamilton

BVC4.490

SOME MORE HELP

Dear Mega Phone,

I've had my Mega Drive for six weeks now and despite being told how easy Sonic, Sonic 2, Tas-Mania and Mickey's Castle of Illusion are, I've finished none of them! Could this be the age factor? (I am in my forties.) What games would you recommend for someone in my age group, a sports sim or RPG? (See I'm even picking up the jargon now.) I greatly enjoy reading your mag, issue 5 was the first one I'd seen. I have tried several others and still find yours the most entertaining. I prefer tips and hints as opposed to cheats, because I feel that cheats defeat the object of the game.

Yours sincerely

Bob Cheesman, Hanworth, Middlesex.

PS Why is Sonic yellow in my copy of MAG – is this a printing error?



Jools: As far as the games being too easy to complete, it all depends upon your level of ability at playing platform games.

If you are just beginning then the games won't be easy, it's definitely nothing to do with your age!

Warriors of the Eternal Sun, Shining in the Darkness and any of the Final Fantasy series are all good RPGs. PGA Tour Golf, NHLPA '93 and John Madden Football are recommended sport sims.

To turn Sonic yellow you must collect the seven chaos emeralds found throughout the game and then for every ring you collect, Sonic becomes invincible for one second. How could you even suggest that we would make a mistake!

FREEBIE

I own a Mega Drive and I would be grateful if you could answer the following questions.

1. Will the MD version of Street Fighter 2 be an improvement on the SNES conversion?
2. When you buy a UK Mega CD will it come with a free game, if so what?
3. How much will the CDs cost to buy? Will the Mega CD take music CDs?

James Spray, Elvaston, Derby.



Gerry: The MD version is reputed to be the Championship Edition. Rumour has it that this version, for gameplay at least, is superior to the standard SNES cart.

When the Mega-CD is finally released a free game will be included in the package but there is no official word on which game Sega has in mind. The price of CDs will be around the around £40 mark and yes, the Mega-CD will be compatible with standard music CDs.

LEONARDO WHO?



This rather fine drawing of Wonderdog has come from Luke Gibbs of Cattistock in Dorset

In the heart of the city, where the streets are dangerous and violence lurks in every darkened alley, roams streetwise Sonic. At least that's what Richard Milne would have us believe. What do you take us for?



Well what a surprise, a picture of Sonic, again. This time the artist is Danielle McClure from Bangor, Northern Ireland



'Mega or what?' was sent in by Barry Conroy from Paisley, Scotland



Andrew McGerty from West Glamorgan has sent us this rather nice picture of, well I think you all know who!

MAG CLASSIFIEDS

WANTED

Wanted any good Mega Drive games (UK) John Madden '92, Euro Club Soccer, Greendog, Chuck Rock. Will pay up to £25 for some. Must be in good condition and include instruction booklet. **Jonathan Musgrave, 107 Dalston Road, Carlisle, Cumbria, CA26EA. Telephone 0228 38548.**

FOR SALE

For Sale; Mega Drive with six games. I will sell you Super Real Basketball for £30. Telephone or write to **Paul Dunbar, 4 The Green, Ribble Village, Ribblesdale, Preston, Lancs, PR2 6QF.**

For sale Sega Master System 2 complete with four games, Golden Axe, Slap Shot, Choplifter and Alex Kidd. Two controllers, excellent condition, boxed with full instructions. **Mr D Currin, 10 Foxton Drive, Downswood, Maidstone, Kent, ME15 8TQ. Tel 0622 862061.**

I will sell James Pond RoboCod 2 for £20. Hardly used or swap it for a good shoot-em-up game. Could deliver in the London area. **Mike McCarthy, 12 Barham Court, Barham Road, Croydon, Surrey, CRQ 6LD. Tel evenings after 7 081 688 9080.**

Master System 2 with 5 games, good condition with box and rapid fire unit for £70. Also Atari 2600 with 15 games £20. **Paul Kent, 121 Cardington Ave, Great Barr, Birmingham, B42 2PB, Tel 021 358 2631.**

Master System games for sale. Super Tennis £7, World Soccer £20, Secret Command £10. **David King, 2 Winkhurst, Burgess Hill, West Sussex, RH15 0RU. Tel: evenings after 7. 081 688 9080.**

Mega Drive games for sale £12 to £30. Kings Bounty, Faery Tale Adventure, Sword of Vermillion, Sonic, Shining in the Darkness, Warriors of the Eternal Sun, Devilish, Corporation. Most in as new condition. **G Pearce, 8 Oldburt Road, Chertsey, Surrey, KT16 9JB. Tel : 0932 565079 after 5 pm.**

Mega Drive only eight months old eleven games including Sonic 2,

Streets of Rage, The Immortal, Alien 3, Golden Axe 2. Cost £450 will sell for £300. **Eric Dale, 14 Bruce Terrace, Irvine, Ayrshire, Scotland, KA12 9HZ. Tel: 0294 76152 after 6 pm.**

Super Thunder Blade, Populous, Mystic Defender, Golden Axe 1+2. Eswat, Zoom, Altered Beast, Last Battle, Space Harrier 2 all for sale or swap for RPG games. £15 each or £150 for the lot. **Kevin Angell, 248A Church Road, St George, Bristol, Avon, B55 8AF. Tel 0272 553486.**

Test Drive 2 and Decap Attack for sale £25 each or will swap for Shadow Dancer or PGA Golf. **R Avent, 67 Brenda Drive, Bristol. Tel: 0272 491721.**

The Immortal, Madden '92, Shinobi, Golden Axe 2, Altered Beast and Sonic. In perfect condition. Worth over £300 will sell for £200. **27 Cromwell court, Cromwell Road, Hove, Brighton, BN3 5ER. Tel: Sandy after 7 pm on 0273 722773.**

SWAP

Chuck Rock is the game on offer and I want Thunder Force 3 or even Thunder Force 4, write to **Karl Coleman, 13 Parkby Road, Syston, Leics, LE7 2AG. Tel: 0533 601687.**

Exchange Spider Man, ESWAT, Altered Beast, Super Thunder Blade, Moonwalker, Alien Storm, Golden Axe. Please send list of game wanted and what you want to swap it for. **Willes G, 76 Meadow Road, Southborough, Tunbridge Wells, Kent, TN4 0HN.**

FREE, FREE, FREE Refil for Bic biro when you swap my Mercs for your Dungeons and Dragons or Lemmings or Galahad. Willing to purchase the above games at a reasonable price, eg £3.50 upwards. **Aidan Shukie. Tel: 0942 274747 day or 0925 290175 evenings.**

For swap. My Golden Axe 2 for my our PGA Golf, Desert Strike or Populous. **Matthew Beauchanie, 60 Churchill Road, Chipp Ntn, Oxon, OX7 SHP**

For swap: Budokan and Streets of Rage. Will swap for Side Pocket, Lemmings, NHLPA 93, Taz-Mania or

E,A Hockey. **Paul Donovan, 52 Parsons Close, Staddiscombe, Plymouth, PLN 9UY.**

Games for swap: Desert Strike, Golden Axe, Ghouls and Ghosts, Super Shinobi, ESWAT. Will swap for Lemmings or Sonic 2. **David Allen, Southampton Cottage, 22 Bridge Street, Fordingbridge, Hampshire, SP6 1AH. Tel: 0425 657570.**

Games for swap; F-22, PGA Tour Golf, Taz-Mania, Shining in the Darkness. Would like Gynoug, NHPL Hockey, Thunder Force 3 or 4, Buck Rogers or any other good games. **Glenn Clouder, 147A Avon Road, Upminster, Essex, RM14 1RQ. Tel: 0708 640169.**

I will swap my Splatterhouse 2 for your Sonic 2, Alien 3, Tetris, or any other good games or I may sell for £25. **David Melon, 9 Blackford Road, Edinburgh, EH9 2DR. Tel: 031 668 1158 after 5pm.**

Mega Drive games for swap, Hard Driving, Golden Axe. Swap for Super Monaco GP 1 or 2, PGA Tour Golf, Road Rash, Buck Rogers. Must be boxed with instructions, must live in Bridgewater area. **Tel: 0278452167. Aaron Cooke, 7 Wessex Close, Bridgewater, Somerset, TA6 4JY**

Mega Drive games for swap. Super Hang On, Columns and World Cup 90 all on cart. Also Centurion on one. Wanted Mickey Mouse or Donald Duck. **Jamie Neill, 19 Station Road, Arlessey, Bedfordshire, SG15 6RG. Tel: 0462 733426.**

Swap Shinobi on Game Gear for any of the following Game Gear titles; Donald Duck, Spiderman; Alien Syndrome or sell for £15. Also Sega

Mega Drive joypad for sale £5. **Ross Sillifant, Trebarwick, Mill Road, Bradworthy, Hoisworthy, Devon, EX22 7RT. Tel: 0409 241375 after 6 pm.**

Swap my Immortal for Shining in the Darkness, Galahad, Sword of Vermillion or Warriors of the Eternal Sun. Also swap my Bonanza Brothers for Alisia Dragon or Stormlord. All carts must be in very good condition and UK/USA only. **John Lee, 28 Newbridge Street, Exeter, Devon.**

Swap Fantasia for any good Mega Drive game. Preferably Taz-Mania Chuck Rock, Streets of Rage of Olympic Gold, +£2.50. **Paul Donnelly, 64 Milner Rd, Heswall, Wirral Merseyside. L60 5RZ**

Will swap Sonic 1 for Budokan, Road Rash, Columns, Super Hang On, Evander Holyfield Boxing, Super Off Road, Marble Madness, Taz-Mania, Two Crude Dudes, John Madden Football, Populous, Winter Challenge, will consider others or sell for £14. **Ben Brown, 35 Arundel Court, Wood House Road, Finchley, London, N12 9NG.**

PENPALS

I am a 12 old boy looking for 11-13 year old male penpal. Enjoys computers and martial arts, if interested write to **Lee Bessant, 67 Thomas Street, Tonypandy, Rhondda, Mid-Glamorgan, South Wales, CF402AJ.**

Please write clearly and legibly otherwise we cannot use your free advert in this section

NEXT MONTH

Wondered about **James Pond 3**? We bring you all the news on every Mega Drive owner's favourite secret agent.

Sega's next batch of releases is set to include the epic platform bash the **X-Men**. Check out issue eight for our full review of this awesome looking game.

Spooky antics abound in EA's upcoming 16 meg adventure **Haunting: Starring Polterguy**. Roam around your ancestral home scaring the new inhabitants in true Beetlejuice style.

Battletoads and **Turtles** both hit the Mega Drive in the next few months. We check out both games and tell you which aquatic superheroes come out tops.



Watch out for a stonking preview on Electronic Arts' upcoming mega game **Jungle Strike**. Possibly the most awaited sequel since **Sonic 2**, we show you everything

Need more info on the Mega-CD? Then read our continued coverage including full reviews of Sega's awesome full-motion video epics **Sewer Shark** and **Night Trap**.



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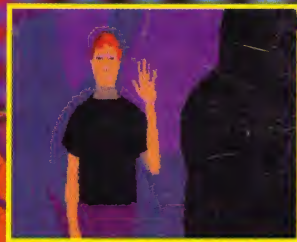
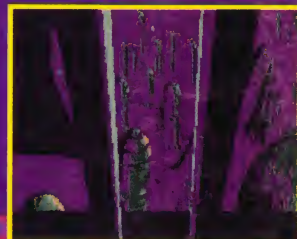


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